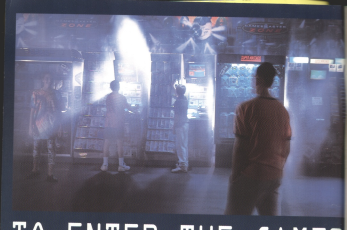
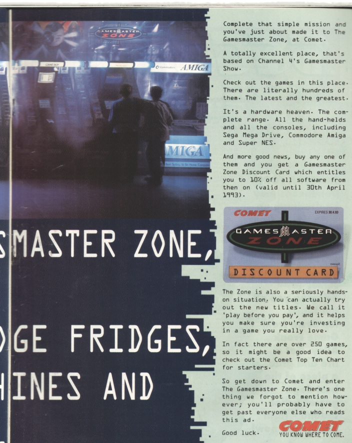

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In fact there are over 250 games, so it might be a good idea to check out the Comet Top Ten Chart for starters.
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BACK TO SCHOOL!

The SEGA FORCE Deadheads may be dredging up dirty deeds from way back when, but they're still breaking the barriers when it comes to bringing you all the latest lowdown from Game Freak Alley. Get a life and grab a piece of the best Sega games action around - right here, right now!

CHRIS 'IT WASN'T ME!' KNIGHT, Big Ed

I remember a secret cubbyhole in our classroom's disused air vent. What do you do with a cubbyhole? You fill it, of course. Plates and cutlery from the canteen (ugh!!), salt and pepper pots, test tubes, apple cores, Biology specimens, Nicola Boyd's gym shoes. Oh yes, and a dead blackbird. I wonder if they ever found it all, or if they're still blaming the stench on Mark Gummow's BO?

Ah yes, t'was the best of times and the worst of times. See, I do remember something from me English lessons!

Fave Game Of The Month: GLEY LANCER

ADRIAN 'BEST DAYS OF YER LIFE' PITT, Deputy Ed

Little grey shorts and maroon pullovers! I looked right smart in me school uniform. Ah! Those were the days! Infant three — the teacher smelt like mouldy wardrobes and the assembly hall whiffed of varnish and semolina pudding.

I reckon my teacher, Mrs Clarke was in love with me! She kept putting little red kisses all over my homework!

I remember an incident in the first year juniors when the girl sitting next to me was dying for the loo, couldn't hold herself and left a puddle on the lino! I recall the teacher said, 'Oh Caroline! Couldn't you have put your hand up?' To which Caroline replied, 'I could've done, Miss, but it would've trickled through me fingers!'

Fave Game Of The Month: TRIVIAL PURSUIT

MAT 'THANK GOD THAT'S ALL OVER' YEO, Staff Writer

I really hated school. The bullying, the beatings, the name calling — and that was just the teachers! I was labelled a teacher's pet — probably 'coz they kept me in a cage at the back of the class! Ha! Yes kids, that's what you need to survive the harrowing time you spend at school, a good sense of humour (unfortunately I never had one!).

College, on the other hand, was the best time of my life! Four years spent in Ipswich in a damp flat — no money, no food! Now that's what I call living it up!

The sex, drugs and alcohol had a devastating effect on my life. That's probably why I'm so over-qualified for this job! (That's what you think! —Dep Ed).

Fave Game Of The Month: SUPER SMASH TV

WILL 'I'M FIRST IN THE DINNER QUEUE!' EVANS, Reviews Minion

Well I've only just left school, so it's all still fresh in me memory — the power-crazy teachers (all on ego trips!), smoking behind the trees on the school field, even the headmaster 'Jimmy' (useless bast) Hickson.

I often wake up sweating in the middle of the night, cries of 'Take that earring out, Evans!' and 'The things you've drawn on this book are disgusting!' ringing in my ears.

Best days of my life? Next person to tell me that gets a jolly good seeing to with a cricket bat after lights out in the dorm. Bally rotters!

Fave Game Of The Month: KRUSTY'S

WARREN 'I'VE GOT A NOTE!' LAPWORTH, Prod Ed

Ooo blimey! Mat's already stolen the best school gags, apart from 'I was a model pupil — I was in three dozen little pieces till they glued me together!'.

A gifted child (what went wrong? —Chris, Ade and Mat), I starred in several school plays — quite the little thespian — and showed signs of my literary genius early in life. I hated the country dancing we were forced to do, partly 'cos I was usually flung around by the biggest, ugliest girl in the class! Still, I've got used to the dizzy spells...

I can't say for sure, but one of my fave sayings in those days was probably something like, 'Sorry I'm late, Miss, a burglar ate my homework and wouldn't throw it back'!

Fave Game Of The Month: GLEY LANCER

SCHOOL?!

THE PACE FOR OCTOBER

10

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The editor's decision is final in all competitions, so stitch that! Full rules available on request

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SUPER-SONIC

12 Sonic and Tails are in town!! SEGA FORCE muscled in on the first official viewing this side of the Atlantic! Be there!



WHAT THE BUTLER SAW...!

16 Coin-ops have come a long way since way back when. Have a look at what the butler missed as Sega push arcade machines into new dimensions.

EX-POSED!

22 They're ex-citing, they're ex-plosive, they're EX-MUTANTS from Sage's Creation! Join the Black Marshal in the fight against evil everywhere!

ON THE PULL

35 Find out what happens to your tips as ASTERIX gets the full mapping works along with AIR RESCUE in this month's epic pull-out 'n' keep turbo Pittstop!

PLAY THE GAME!

33 You know what to do! Get yer cards out and see if you've won any of our outrageously good prizes with your personal XPRESS number!

IT SAVES YOU MONEY...

64 ...And serves you well, all right! Get a subscription to SEGA FORCE now!

BIG MONEY!

28 Flying Edge's blockbusting shootie hits the MD in a big, big way! Good luck with SMASH TV, you'll need it!

DEADHEAD DELIGHT!

34 Pull out your tips section this month and you've got the first of a mammoth four–part Tokyo 2 poster, drawn by the master himself, OLIVER FREY! See it and believe it!

REGULARS

6 Gutter Talk – The Game Genie's arrived and so has the official Sega rental list. Read on!
20 USA Here 'N' Now – More gossip from the good old USA from the Black Marshal
60 Charts – Has *Desert Strike* been toppled? Find out and see who's won the first Virgin Cart voucher!
78 Guttersnipe – Sell your wares and blast the Deadhead Hi-Scores!

FORCE tested!

Heard the salesman's patter about hardware and software being 'user-friendly'? Well what about the people who actually make the products in the first place?

First off, Sega have just released their first list of carts for rental. It's a start down the road to letting people get value for money by looking before they buy and should also start weeding out the duff games.

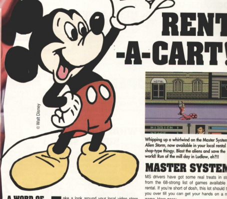
What have Nintendo done? They've scuppered any plans for similar rental schemes and customers are being encouraged to snitch on anyone partaking in any such scheme! Is there something we should know about Nintendo games??

Add to that the fact that Nintendo are pulling out of the coin-op market, while Sega continues to produce mind-blowing units for arcade freaks and we ask the question again: 'Who's user-friendly?'

Nintendo claim the latter decision was made so that they could concentrate more on the home computer front. Perhaps if they were to concentrate on what the end-users of that front want, we Sega freaks wouldn't need to feel so sorry for those poor owners of other consoles! Or would we!!

Gotcha!

SEGA ™



RENT-A-CART!

A WORD OF WARNING!

We've received a number of complaints about **Lasersoft Software**, 2 Lemsford Road, St.Albans, who advertised in the August issue of **SEGA FORCE**. Following some detailed digging, we believe the company to have gone into liquidation.

If you've sent money to this company and not received goods in return, or if you've experienced any problems with this company, please ring our Advertising Manager, **Sheila Jarvis**, on 0584 875851 for instructions on what your next move should be. Under no circumstances should you send them further orders — unless you've got more money than sense!

Take a look around your local video store and you should see some dramatic changes. Why? Because the full list of **Sega** game carts that can be legally rented has been announced!

There are 116 of the little beauties in all and, though you might not be overwhelmed at the choice, there are enough gems on the list to get you popping down to your local rental store for some nightly entertainment!

What are the games? Hold on to yer hats and take in the full lowdown!

GAME GEAR

Only ten offerings on the handheld front, but there's good news for puzzle and sport sim freaks. See what you think:

Chess Master, Columns, Dragon Crystal, Halley Wars, Leaderboard, Pengo, Putter Golf, Slider, Solitaire Poker and *Woody Pop.*

Above: It's a corker! A real addictive little puzzle game in the *Tetris* mould. This is Columns on the old Game Gear, available now to rent. Have a butcher's. You won't be able to put it down!

Whipping up a whirlwind on the Master System, *Alien Storm*, now available in your local rental shop-type thingy. Blast the aliens and save the world! Run of the mill day in Ludlow, eh?!!

MASTER SYSTEM

MS drivers have got some real treats in store from the 68-strong list of games available for rental. If you're short of dosh, this lot should tide you over till you can get your hands on a new game. Here goes:

Ace Of Aces, Action Fighter, Aerial Assault, After Burner, Alex Kidd in High Tech World, Alex Kidd in Shinobi World, Alex Kidd and the Lost

Above: Not a bad little game for the Master System, this is *Chace HQ*. Race over the good old U. S. of A. and nab a few criminals while you're at it! Got a luke-warm response from us at SF.

Above: Fancy a night on the ice? *Slap Shot* on the Master System gets the rental treatment. Not the best ice-hockey game in the world, but worthy of a play or ten. Check it out...

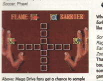


Above: Not too bad on the MD, *California Games* is now available to rent on the Master System. Surfing, skating, half-pipe– you name it! Good graphics and above-average playability.



Another game for racing buffs, *Ayrton Senna's Grand Prix* on the Master System. Only a couple of months old this one, so, if you're considering buying it, pop to ya rental shop and try it first!

Stars, Alien Storm, Alien Syndrome, Altered Beast, Assault City, Aztec Adventure, Black Belt, California Games, Casino Games, Chase HQ, Chess, Choplifter, Cyber Shinobi, Dead Angle, Dick Tracy, Double Dragon, Double Hawk, Dynamite Duke, Dynamite Dux, E-SWAT, F16 Fighter, Forgotten Worlds, Ghostbusters, Ghouls 'N' Ghosts, Global Defense, Golden Axe Warrior, Golfmania, Joe Montana Football, Kenseiden, Laser Ghost, Lord Of The Sword, Mercs, Mickey Mouse, Moonwalker, My Hero, Operation Wolf, OutRun, Phantasy Star, Psychic World, R-Type, Rambo III, Rastan, Scramble Spirits, Shadow Dancer, Shinobi, Slap Shot, Spellcaster, Spider-Man, Spy vs Spy, Submarine Attack, Summer Games, Super Monaco Grand Prix, Teddy Boy, Tennis Ace, Thunder Blade, Ultima IV, Vigilante, Wonder Boy, Wonder Boy III, World Games and *World Soccer*. Phew!



Above: Mega Drive fans get a chance to sample *Jewel Master*. A touch in the *Alisia Dragoon* mould. A mixture of platform action, beat-'em-up and shoot-'em-up. Something for everyone there!

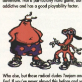
MEGA DRIVE

Now it's down to you 16-bitters and the relatively slim list of 38 MD games. Not to worry, 'coz there's plenty of action in the offing here. Take a look: *688 Attack Sub, Abrams Tank, Arrow Flash, Bonanza Brothers, Crack Down, Cyberball, DecapAttack, Dick Tracy, Donald Duck, E-SWAT, Fatal Labyrinth, Flicky, Gain Ground, Ghostbusters, Golden Axe 2, Herzog Zwei, Jewel Master, Joe Montana Football, Last Battle, Mercs, Mickey Mouse, Moonwalker, Mystic Defender, Mystic Defender, Phantasy Star III, Rambo III, Revenge Of Shinobi, Shadow Dancer,*

Above: The Americans do things bigger and better, but British football's far superior! For sporting fiends, you can't go wrong with *Joe Montana* (MD). Fairly entertaining stuff. Go get it!



Above: Fancy a bit monkey business? (Spare us the banana jokes, please!–Ed). *Toki*'s a fun arcade adventure. Not a particularly hard game, but it's addictive and has a good playability factor.



Who else, but those radical dudes *Toejam and Earl*. If you've never played this before and you like puzzle/adventure games- grab it! Ace!

Sonic The Hedgehog, Spider-Man, Streets Of Rage, Strider, Super Real Basketball, ToeJam & Earl, Toki, Truxton, Twin Hawk, Wrestle War and *Zoom*.

That's the lot so far, though more games are bound to be added before too long. Okay, some of you will already own a lot of the games on the list, but if you haven't tried gems like *ToeJam & Earl*, *Mickey Mouse* or *Columns*, make sure you get down the video store and rent 'em, smartish!

RAMALOT IN CAMELOT!

Sir Loin? Sir Charge? Sir Cumspect? No! If you play your cards right, by the end of this new MD release from **Electronic Arts** you *could* be knighted — Sir Galahad!

EA's horizontally scrolling action-adventure, *Galahad*, flings you into the legendary world of King Arthur, putting *you* in control of the dashing young hero. Battle through 22 dark and dangerous levels on a quest towards knighthood and a seat on the famed Round Table.



En route through treetops, villages and the marshes of Arthurian Britain, you come to blows with evil knights, giant dragons, armies and a whole host of weird and wonderful adversaries. Find the Magical Keys of Honour and open hidden portals, leading to yet more mind-blowing challenges.

Galahad's based on the hit Amiga game, *Leander*, originally published by **Psygnosis**. It's an 8 Megabit cart featuring stunning graphics, atmospheric shots and loads of magic and special weapons.

Oh, and guess what? There's a princess to rescue! Save little Elaine and you'll be knighted by Sir Lancelot and live happily ever after in Camelot, where, according to **Electronic Arts**, '...they eat spamalot and like to push the pramalot'. (Tut! These amateur comedians!). *Galahad*'s available mid-October on the Mega Drive and should set you back about £39.99. Expect a full review soon.

Gutter Talk

IT'S TRUE! IT'S NEW! ALL THANKS TO YOU!

Many thanks to the thousands of you who sent in your Game Freak surveys. We've all been sitting at a big table, rather like King Arthur's (you know, sort of roundish in appearance?!) to discuss the points you've raised. Some of your ideas have already started to channel through.

Our design takes on a slightly different look. We now have loads more screenshots and detailed captions. The scenarios have been cut a little, but comments have been lengthened. Each comments box also includes the reviewer's own game percentage. These scores are reflected in the final FORCE rating.

Out with the old...

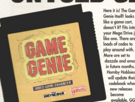
A new inclusion is our 'FORCE CONTROL' box. This highlights what each button does during play and how well the game controls overall.

Our reviewing policy and layout has changed slightly, too. We now have a new 'PREVIEWED' section at the front of the mag. This brings the latest news on games due out in this country shortly.

The Black Marshal's stuff is kept together. His news on the latest carts over in American *are* previews, but more in-depth, therefore, that section's called 'PRE-PLAY USA'. The title 'ADVANCE PLAY' has been ousted!

We'll let you know the full results of the Game Freak Survey in a future issue. In the meantime, let old Gutter Snipe know what you think of the changes.

UNTOLD GENIE-US!



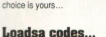
Here it is! The Game Genie itself! looks like a game cart, doesn't it? Fits into your Mega Drive just like one. There are loads of codes to play around with. More are set to dazzzle and amaze in future months. Hornby Hobbies will update their codebook when new releases become available. GG and MS owners need to wait a while for their little widget! But fret not, Hornby are working just as hard on the 8-bit versions.

What's black and gold and cheats a lot? No! Not a bumble bee playing poker! It's the one and only Sega Mega Drive ***Game Genie*** from **Codemasters**. Distributed in the UK by **Hornby Hobbies**, it's not quite a box of cheats, more an 'enhancer', designed to increase your enjoyment of games rather than spoil 'em.

The ***Game Genie***'s a pretty nifty little contraption. It looks like a cartridge and plugs into the Mega Drive in the same way. A cart then fits snugly on top and — hey bingo! — you're ready to access a whole new world of tips and labour-saving devices.

The effects generated by the ***Game Genie*** are wide-ranging. You can jump higher, shoot further, explore later levels, grab extra lives, become totally invincible, alter graphics, select your own weapons — the list goes on and on!

Of course, you can *also* ensure games are a greater challenge by making the monsters larger, the clocks faster, the poison more deadly... The choice is yours...



Loadsa codes...

To access all these tricks and traps, special codes are entered (up to five at a time) when you first boot-up the ***Game Genie***. Each code accesses one of the special features for that particular game.

Literally thousands of codes are supplied for over 2,500 Mega Drive games in the ***Game Genie*** codebook — and more are being added as we speak! The utility also allows users to come up with their own codes. You'll be hacking till the hedgehogs come home!

Good old **Sega America** were quite happy to assist in the development of the MD ***Game Genie***. The US version was released in August and if sales of the NES ***Game Genie*** are anything to go by, the MD version's gonna sell like hot cakes! The NES gizmo's far and away the biggest selling video games accessory in the USA and Canada! (Strange, 'coz Nintendo want absolutely nowt to do with it!)

The UK Mega Drive ***Game Genie***'s out in November and should set you back around £44.99. The Brit codebook includes help on all the latest releases, such as *Desert Strike* and *Olympic Gold*, and contains codes which are 100% compatible with UK machines.

Fret not, MS and GG owners, your very own ***Game Genie***'s will appear early next year. In the meantime, check out the ***Game Genie*** Helpline on (0843) 231088 for the latest news on codes and special effects. Be warned! **Hornby Hobbies** are working flat out to ensure nothing slips through their coding net!

No cart is safe from the ***Game Genie***...

Codes by the boatload!

From this month, we're printing up-to-date codes for some of those ace MD releases. This month, we feature ***Desert Strike***. Remember, some of the codes have been designed to make the game HARDER!!

1. **RH9T 860E MASTER CODE —MUST BE ENTERED**

NOTE: Don't go to the password screen when codes two through four are in use — you'll end up back on Campaign One!

2. **AE1A AAGG** Start at Campaign Two
3. **AJ1A AAGG** Start at Campaign Three
4. **AN1A AAGG** Start at Campaign Four
5. **AE1A AADC** Start with one life
6. **AJ1A AADC** Start with two lives
7. **AY1A AADC** Start with five lives
8. **BE1A AADC** Start with nine lives
9. **D3ZA AA7E** Infinite lives
10. **MBST WEEN** Chain gun capacity is 600 (instead of 1,178)
11. **4BST WREN** Chain gun capacity is 2000 rounds
12. **VBST XGEN** Chain gun capacity is 5000 rounds.
13. **AKST WAER** Chain gun inflicts two damage points
14. **A3ST WAER** Chain gun inflicts six damage points
15. **BVST WAER** Chain gun inflicts 12 damage points

RODENT AND ROGUES RATED!

Last ish we just managed to preview Tom and Jerry and SCI on the Master System. As they're both out in the shops pretty damn soon, we can now rate them. Seems our furry friends are in favour...

SF Rating — TOM & JERRY

71% PRESENTATION
● Nice static cartoon shots between levels. Seven continues to play around with

78% VISUALS
● Slick sprites, big and colourful. Characters are great representations of the cartoon heroes

75% SONICS
● Good cartoon-style ditty on the title screen. Tunes throughout are well above average

73% PLAYABILITY
● Trying to grab Jerry is great fun. Control's a little slow in places, nevertheless a great concept

70% LASTABILITY
● Some levels are tough, but with a bit of practice you'll breeze through.

77% FORCE
● A good-looking game, with a great humour element. Somewhat easy.

● PRODUCER: SEGA
● GG: FEB ● MS: SEPT
● MEMORY: 256K
● PLAYERS: 1 ● PRICE: £32.99

SF Rating — SCI

78% PRESENTATION
● The title screen's OK and there are some nice stills between levels

70% VISUALS
● The scrolling's adequate, but there's no feeling of speed when you use your turbo

62% SONICS
● Tunes are nothing memorable, and spot effects are sparse, to say the least

63% PLAYABILITY
● No variation whatsoever, but drivin' 'n' shootin's fun for a few minutes

38% LASTABILITY
● Far too few levels. Most will complete it within a day

60% FORCE
● Similar to the arcade, but still too dated, *SCI* falls down mainly on the difficulty

● PRODUCER: SEGA
● MD: N/A ● MS: SEPT
● MEMORY: 256K
● PLAYERS: 1 ● PRICE: £32.99

16. CVST WAFL Hydra capacity is 20 rockets
17. NVST WAFL Hydra capacity is 100 rockets
18. FVST WCFL Hydra capacity is 300 rockets
19. BKST WAFN Hydra inflicts ten damage points
20. GKST WAFN Hydra inflicts 50 damage points
21. NVST WAFN Hydra inflicts 100 damage points
22. AVST WAGJ Hellfire capacity is four
23. DFST WAGJ Hellfire capacity is 25 missiles
24. NPST WAGJ Hellfire capacity is 99 missiles
25. GKST WAGL Hellfire inflicts 50 damage points
26. 3BST WAGL Hellfire inflicts 200 damage points
27. WBST WCGL Hellfire inflicts 400 damage points
28. AMLT AA44 Infinite capacity for all weapons
29. GKET AAAC Fuel capacity is 50 units
30. 3BET AAAC Fuel capacity is 200 units
31. 8VET ACAC Fuel capacity is 500 units
32. AVET AAF8 Helicopter consumes fuel faster
33. AFET AAF8 Helicopter consumes fuel slower
34. ABET AAF8 Helicopter consumes no fuel
35. FVET ACGT Max armour protection is 300
36. OBET AJGT Max armour is 1,200
37. 2VET AWGT Max armour is 2,500
38. AHSA AAFR Helicopter carries one passenger
39. ASSA AAFR Helicopter carries three passengers
40. BMSA AAFR Helicopter carries ten passengers
41. SHRA BJYR Red Cross box worth two extra lives
42. SHRA BTYR Red Cross box worth four extra lives
43. AXRA AA6R Red Cross box worth nothing

HERE'S LOOKING AT YOU!

Every month we go around pleading, begging and cajoling for the very latest games to review. We couldn't bring them to you without the help of some bleedin' great people, so give 'em a big hand as we give 'em their due!

Special thanks this month to **Marc** at **AMS**, 9 Hay Lane, Kingsbury, London NW9 9EL (081 450 2166), for getting hold of *Musha*, *Final Zone*, *Saint Sword* and *Powerball*.

Big thanks also to **Abi** at **Telegames**, Haymarket Centre, Leicester (0533 880445) for getting us *Warrior of Rome 2*, *Gley Lancer* and *Dodgeball*. came courtesy of **KC's Computers & Console Magic**, 5 High St, Loughborough (0509 211799), so thanks to you guys too!

Last, but by no means least, thanks to all the guys and gals at **Sega Europe** for our outrageously great cover and all the support! Cheers all!!

OLYMPIC GAMES!

What did the athletes at the recent Barcelona Olympic Games do between events? They got down to some serious Mega Drivin', that's what.

An amazing 400 Mega Drives were installed in five halls of the Olympic village during the games, with more than 500 athletes per hour dropping in to have a game. **Magic Johnson** was there, as was Gold Medal swimmer **Lopez Zubero**. Another buzz was created by the new *R-360* coin-op, especially when **Prince Felipe of Spain** managed a full 360 degree rotation!

With all that excitement going on, it's a wonder the athletes actually made it to the events!



ADEY BABE'S MOST MEANINGFUL NATTER BIT

● **Just in case you were being held hostage in the Sudan last month, a quick word about our new 'helper-outer', Will Evans. William hails from some obscure and sinister Welsh village-type thingy, Abergavenny, can't sing a note, knows nothing about sheep and has never had a leek (or should that be leak?) in his life. Will's not with us long, as he's soon jetting over to Pontypool 6th Form College, to take up 'A' Levels in Japanese Linguistics and Sterile Blackhead Popping. Thanks for lending a hand, Will! We'll give it ya back if ya pass ya exams!!**

● **Apparently, Sega have had probs selling their little Terra in Japan, but Amstrad saves the day! They're set to join up with Sega to combine a personal computer and Mega Drive. Guess what they're gonna call it? The Mega PC! Certainly original (NOT!).**

CALLING ALL GROOVERS!

What have John Major, George Bush, Boris Yeltsin and Dolly from *Emmerdale Farm* got in common? Okay, so they're all world leaders (apart from George Bush! —Dep Ed), but did you *also* know they're all considering joining the brand spanking new club for **Sega** game freaks, **Power Play**? (Never 'eard of 'em —Everyone in the world.)

Well, SEGA FORCE is about to put that right! For a piddling 11 quid a year, you can enjoy all the benefits of being an official **Power Play Groover,** joining thousands of **Sega** addicts across Europe.



Here are ten good reasons why MD, MS and GG owners should get groovin' with **Power Play**:

1: You get an exclusive membership pack, containing oodles and oodles of info and £20's worth of fan-flippin'-tastic **Power Play** discount vouchers!

2: They run a bloody amazing cartridge swapping scheme. Send 'em a game you've played to death and Sam and the boys delve into their huge computer database and, for £3.75, swap it for the cart of your choice!

3: Buying new games won't cost an arm and an elbow, you get 15% or more discount on squillions of releases.

4: You get discounts on the latest hardware and accessories.

5: Revel in the biggest and best special offers around!

6: Keep in touch with the **Power Play** newsletter — gossip, hints, tips, the lowdown on imports, news and reviews!

7: Grab the hottest club merchandise — T-shirts, sweatshirts, baseball caps and bum bags.

8: Enter their amazing free competitions with prizes worth thousands of pounds!

9: Slam their exclusive membership card in ya wallet and rest assured the club's 100% **Sega**!

10: Sam Williams is a foxy young chick, who'll tend to your every need! Yes sireee!

No, honestly, that's what makes the **Power Play Club** just that little bit special. They're a caring lot and their after-sales service is top notch. They're always keen to hear from members, whether you've a problem, need advice, an unbiased opinion, or have ideas of your own — let 'em know!

For an information pack write to :

Sam Williams, Power Play Club, FREEPOST, Chichester, West Sussex PO19 1BR. Remember, you DON'T need a stamp. Or telephone **(0243) 531194**. What are ya waiting for?

GROOVE 'N' WIN WITH POWERPLAY AND SEGA FORCE!

Wanna join the **Power Play Club?** If you do, join through SEGA FORCE and you get two totally brilliant special offers!!

Win! Win!

Send the coupon below to **Power Play**, and they'll...

a) Let ya swap one of your carts ABSOLUTELY FREE OF CHARGE! Take note, when swapping ya doobries, **Power Play** don't want any battered old bits of plastic. Your cart *must* be in good condition, with its box, cover and relevant manuals.

and...

b) Enter you into a SPECIAL PRIZE DRAW, where you can win either a GAME GEAR, a MEGA DRIVE or THREE CARTS OF YOUR CHOICE! Remember to highlight somewhere on the coupon which one of the three prizes you'd most like if you're pulled outta the hat. If you want the carts, make a note of your three choices.

● This offer is EXCLUSIVE to folk who join the *Power Play Club* through SEGA FORCE. Send the coupon to the above address–NOW! Miss out and weep!

GIVE US YOUR PERSONAL DATA

Yes I want to join NOW. I enclose £11.00 cheque or postal order made payable to Power Play Club. Credit cards accepted-

SEGA FORCE

Card No.......................................exp.............../...............

My system is- Mega Drive ☐ Master System ☐ Game Gear ☐

Please send me at the speed of light an iInfo Pack so I can join the Power Play Club.

Name..

Address..

....Postcode.........................

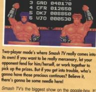
SMASH TV

Jeremy Beadle, Cilla Black and Anneka Rice are no longer popular. (Were they ever?!) TV's taken on a whole new look. ADRIAN PITT makes a fool of himself in front of the cameras.

Previews!

It's 1999. *Eldorado's* long gone and in *EastEnders*, Pauline *still* hasn't returned from New Zealand! To hell with soap operas! Game shows are the in thing — but forget *Countdown, Take Your Pick* and *Bullseye*. Over the years, the human race has got pretty damn violent. The big guys in the television business must pander to their viewers' needs.

Getting rid of Mutoid Man's even more of a struggle here than on the Mega Drive version. He may look slow and cumbersome, but when he gets those tracks in motion, you'd better stay clear. Pick up the power-ups and keep blasting!



Two-player mode's where *Smash TV* really comes into its own! If you want to be really mercenary, let your opponent fend for him/herself, or work together to pick up the prizes. But if you get into trouble, who's gonna have those precious continues? Believe it, there's gonna be some needle here!

Smash TV's the biggest show on the goggle-box. It's a programme with more blood, guts and gore than the *Hammer House of Horror*!

Two contestants thrash it out in a huge arena, hoping to win mega cash and prizes. A whole host of weapons are at their disposal. Beat baseball-wielding basts, mutoids, tanks, scorpions — the list's never ending! Come on — let's kick some ass!

Master System *Smash TV* has a lot to live up to 'coz the MD version looks and plays really well. At present, the game's not as slick as it could be. Graphically, it's suffered quite a bit. The backdrops aren't that detailed and the sprites aren't as crisp and colourful as I'd expected.

The whole caboodle's still pretty tough in places, mind. The route to Mutoid Man's no great shakes, but the geezer himself takes some hammering.

This is where control falls a little flat. While the bad guys and end-of-studio (!) adversaries race around like there's no tomorrow, on the copy I played, the main character was terribly sluggish.

Our survey says!

The problem of fire power and which button does what has been sorted out. Choose either forward or reverse fire, (but not both) on the options screen for button [1], press [2] during play to lock your bullets and shoot continuously in one direction.

With a bit of spit and polish, MS *Smash TV* has the makings of a great game. Left as it is, there are a couple or three bugbears that *could* make it as annoying to watch as *Family Fortunes*!

ADE



If you get a chance (which you won't), give that Gameshow Host a swift kick as you walk past him! He means you no good, as you find out much later on, if you manage to defeat everything else this wicked game can throw at you! Compose your thoughts, take a deep breath and prepare to enter the first arena. This is your last chance to turn back before things start getting very, very nasty. It's your choice!



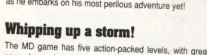
INDIANA ... THE LAST...



Join ADRIAN PITT on his daring quest for the Holy Grail. Whip-cracking action as our hunky hero (hardly! —Ed) tries keeping up with the Jones's!

After its phenomenal success on the Master System (200,000 copies sold worldwide!), **US Gold** are to release *Indiana Jones and the Last Crusade* on the Mega Drive in November. It's based on the box office blockbuster and follows the movie plot closely. Indy receives the shocking news that his dad's gone missing while on a quest for the Holy Grail. All Indiana has to go on are some sketchy notes sent from Italy by his old man.

Get your coat, grab your hat (leave your worries on the doorstep! —Ed) and join Indy in a race against time as he embarks on his most perilous adventure yet!

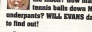


Whipping up a storm!

The MD game has five action-packed levels, with great gameplay and oodles of features. Indy has a wide range of moves. He can swing (using his whip), crawl, punch, jump and climb.



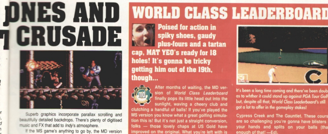
TRIVIAL



How many golf balls on the moon? How many tennis balls down Mat's underpants? WILL EVANS dares to find out!

I always win at *Trivial Pursuit* (cheat? — who said that?!) and I've played all the versions, but *never* have I encountered a fat little green creature with glasses called Russell (?!) who keeps score! But that's exactly who I came across in Domark's colourful conversion of this classic board game, and a strange little fellow he is, too! 'Russell' guides you through the game, asking the questions and

JONES AND ... CRUSADE

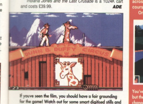


Superb graphics incorporate parallax scrolling and beautifully detailed backdrops. There's plenty of digitised music and FX that add to *Indy*'s atmosphere.

If the MS game's anything to go by, the MD version should be a visual stunner! Once you're hooked, you soon discover the various tricks, traps and hidden bonuses en route. Sounds good, huh? Watch out for the full review around November time.

Indiana Jones and the Last Crusade is a 1024K cart and costs £39.99.

ADE



If youve seen the film, you should have a fair grounding for the game! Watch out for some smart digitised stills and be prepared to be knocked out by the parallax scrolling and the quality of the graphics throughout. Grab your hat and whip and get to it, Indy fans!

WORLD CLASS LEADERBOARD

Poised for action in spiky shoes, gaudy plus-fours and a tartan cap, MAT YEO's ready for 18 holes! It's gonna be tricky getting him out of the 19th, though...

After months of waiting, the MD version of *World Class Leaderboard* finally pops its little head out into the sunlight, waving a cheery club and clutching a handful of balls! If you've played the MS version you know what a great golfing simulation this is! But it's not just a straight conversion, folks — those lovely chaps at US Gold have improved on the original. What you're left with is *the* ultimate golf game!

All of the features of the MS version are here but they've been enhanced and expanded. *WC Leaderboard* can cope with up to four players across some of the toughest championship courses around the world.

On offer are St Andrews, Doral County Club, Cypress Creek and The Gauntlet. These courses are so challenging you're gonna have blisters on your hands and splits on your balls (that's enough of that! —Ed).

The graphics are amazing, with digitised backgrounds and stunning golfer animation leaping out of the screen at you!

Don't panic if you're worried about your golfing skills; you can practice first. Yep, brush up on your putting and driving skills (and no, I'm not talking about Adrian's new car!) before tackling the real thing.

Another unique addition is the use of commentator speech. This annoying voice blurts out messages at regular intervals, warning you if the ball's likely to hit a tree or land in a bunker. Very handy if you've got no idea where that last shot is headed!

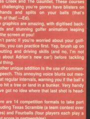
There are 14 competition formats to take part in, including Texas Scramble (a team contest over 18 holes) and Fourballs (four players each play a ball, but score in partnerships).

With loads of options, graphics that blow your mind and superb speech, *World Class Leaderboard* is going to explode on the MD. Watch out for the upcoming review in a future issue of SEGA FORCE!

MAT



You've already seen a sneak preview in SEGA FORCE, but there've been a whole host of tweaks and changes since then, so look out for the full review and details of those improvements soon.



It's been a long time coming and there've been doubts as to whther it could stand up against *PGA Tour Golf* but, despite all that, *World Class Leaderboard*'s still got a lot to offer in the gameplay stakes!

... PURSUIT

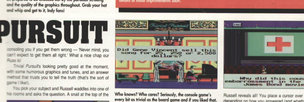
consoling you if you get them wrong — 'Never mind, you can't expect to get them all right.' What a nice chap our Russ is!

Trivial Pursuit's looking pretty good at the moment, with some humorous graphics and tunes, and an answer method that trusts you to tell the truth (that's the sort of game I like!).

You pick your subject and Russell waddles into one of his rooms and asks the question. A snail at the top of the screen acts as the timer. The moment he slides to the end marker, your thinking time's up. However, press button [1] when you think you know the what's what and Russell reveals all! You place a cursor over 'yes' or 'no', depending on how you answered (and whether or not the other player's looking!).

Some of the questions are a little dated. 'Who are the publican's of the Queen Vic in *Eastenders*? Answer- Den and Angie! Ah well! As long as *Domark* add a few more questions, *Trivial Pursuit* will be a corker! Find out next month!

WILL

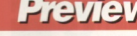


Who knows? Who cares? Seriously, the console game's every bit as trivial as the board game and if you liked that, you're gonna love this! You've gotta be honest with yourself when the answers come up though, because you've got to own up to whether you were right or not!



Any doubts about the sequel being better than the original? Forget 'em! Blinded by the speed and shell-shocked by the sounds, SEGA FORCE brings you SONIC 2 — The Official Preview!

Left: Try one-player mode and watch Tails trying to keep up with you. He's supposed to be helping you but, if you're not careful, he shoots ahead and grabs those rings before you can reach them!





No-nonsense gameplay and instant addiction. Two trademarks essential to the success of any console game and *Sonic The Hedgehog* wasn't lacking in either.

But if Sonic's bait was enough to tempt most game freaks to have a nibble, take care, 'coz *Sonic 2*'s gonna rip you straight out of the water!

Sega Europe have showed us the **MD** Alpha version of *Sonic 2*, meaning there are various stages still to come before the final version hits the streets. Aliens might be added, levels tweaked and gameplay altered, but even at this early stage, *Sonic 2*'s enough to blow your mind!

The first thing that hits you is the size of the sprites. Sharp, vibrant and so realistic! **Sonic** and **Tails** (ol' spikey's new, twin-tailed, foxy sidekick) are bigger than the sprites in the original, with a truly computer-generated feel.

The next big difference is the speed! Sonic lives up to his name, careering across the screen at an unbelievable rate, with Tails rushing headlong to keep up.

The aim of the sequel's similar to the original—grab those rings—but there's just so much more going on!

Buffers send you flying, high speed loops rush you to the next obstacle and bad guys lurk in the right places to catch you out and scatter your rings.

Level 1's fairly easy, getting you straight into the gameplay. The **Moebius Loop** appears here and speeding through it is awesome! **Robotnik** arrives at the end in his helicopter and takes you on in the Mole Machine, but some well-timed spinning bumps see him off!

Level 2—**Metropolis**—now it's getting tough! With mazelike twists, interlooping tracks and moving blocks, you soon understand why *Sonic 2*'s so much better than the original!

Jump onto blocks to locate hidden tubes and race through the intersections against the amazing urban backdrops to stay above the waterline. Push open the tube lids to exit and they become buffers to spin you off again!

Watch out for the springboards! Hit 'em right and Sonic performs a stunning 360 degree rotation!

Featuring roughly the same amount of levels as the original, *Sonic 2* boasts plenty of hidden stages, as well as a very special bonus round, which **Sega** are staying tight-lipped about. When we find it, we'll let you know!!

In two-player mode, the screen splits to show Sonic and Tails haring around in a head-to-head race. Amazingly, both characters can swap around and appear in the same half of the screen.

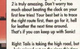
It's fast, it's furious and you just can't leave it alone. If you do, Sonic taps his foot, lies back and looks decidedly bored while Tails yawns to show his annoyance!

Touches like these, improved graphics, amazing sound, hordes of new aliens and totally addictive gameplay, make this a surefire win er!

There are so many new ideas rolled into *Sonic 2*, it's a wonder there's enough cart space but **Sega** promise any ideas they couldn't squeeze in will be held over for... wait for it... *Sonic 3*!!

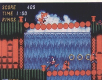
With next year's release of *Sonic-CD* it looks like ol' Blue Spikes has got a pretty busy time ahead! Sega are confident the MD, MS and GG versions are gonna hit the streets together on November 21 so get yerselves to the head of the queue — sharpish!

Look out for the full review in **SEGA FORCE** very soon. If the first playable vêrsion's anything to go by, you ain't seen nothing like *Sonic 2* yet!



Left: The enhanced gameplay of Sonic 2 is truly amazing. Don't worry too much about beating the clock on your first few tries! Your best bet is to trace the right route first, then go for it, hell for leather the next time around. That's if you can keep up with Sonic!

Right: Tails is taking the high road, but he's missed out on the rings this time. Watch out for the bigger, faster and nastier baddies along the way. They're always waiting to catch you in just the wrong places! Seeing your rings scattered is so frustrating!



BETTER



Back to the Industrial Zone and you've changed direction to reach the end. There are so many twists and turns in the gameplay. Be prepared for some long-lasting action!

Metropolis: Home of the loop, tube and underwater tunnel! Find the entrances to the tubes, jump on the blocks to open them and work your way through the maze!

Below: The Moebius Strip sure sorts out the tortoises from the hares. There are rings positioned at strategic points along it, but don't slow down to pick them up. This one's an artistic mock-up, but the real thing's truly awesome!

SEGA

Get Sega serious with the official rip-snorting, Robotnik-rousting, Tails-twisting

SONIC 2



Compo!



Ten seriously brilliant Sonic 2 carts and a sensational Mega Drive must be won in our stupendous Sega Europe giveaway!

SEGA FORCE

He's bigger than Mickey Mouse, more famous than Marlon Brando! Basically, if you haven't heard of **Sonic**, you're a totally sad beggar!

But what about **Tails**? Everyone's been screaming about ol' Blue Spike's new outing, but **Tails** looks all set to become a star in his own right!

What do we know about him at the moment? Not too much, apart from the totally obvious! Yep, he's a fox, he's got two tails and he's best pals with Sonic. But was he born the rich cub of a wiley Californian game mogul? Or did he drag himself out of a backwater den to find stardom in the glamorous world of console gaming?

Whatever, his stunning performance in *Sonic 2* could well win him the starring role in his very own game real soon. Keep yer eyes peeled for the full biography of our foxy friend next month, as we dig deep and chase up the possibility of *Tails — The Console Game* becoming reality! Who knows?

Tails you win!

What we do know is that if you can answer the three ridiculously easy questions below, one of you lucky bleeders is gonna walk away with a brand spanking new Mega Drive and be the envy of millions with a copy of the awesome *Sonic 2*, thanks to those outrageously generous guys and gals at **Sega Europe**! Nine runners-up will get a copy of the game too, so get answering and be the first person on your block to get the biggest game of the year!

Put your answers on a postcard and send it in to **Top hat and Tails!, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**. Get yer answers in by **15 October** or you can kiss goodbye to the goodies!

1. What's a female fox called?

a) A vixen
b) A doe
c) Agatha

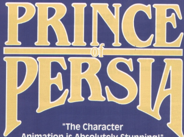
2. What is a fox's tail called?

a) A bush
b) A kush
c) A brush

3. If you were a ballroom dancing freak, would you fancy a Fox...

a) Glove
b) Trot
c) Hound

Please indicate on your entry if you don't want to receive exciting offers from other companies!



"The Character Animation is Absolutely Stunning!" ™
"Got a Master System? Get this – You Won't Play Any Better"
SEGA PRO 96%

"Mega Drive Owners Will Buy MS Powerbase Converters Just To Play This! What More Can I Say Apart From It's Bloody Brilliant!"
SEGA FORCE 94%

"A Truly Superb Platform Game With Amazing Graphics And A Serious Long Term Challenge"
MEAN MACHINES 91%

"This Has Got To Be The Best Animated Cart Ever For The Master System."
SEGA POWER 92%

"The Whole Design Of Prince Of Persia is Perfect...And Not Just Graphically, But In The Actual Gameplay Itself."
GAME ZONE 94%

Need We Say More!

DOMARK

MASTERSYSTEM AVAILABLE LATE SEPTEMBER GAME GEAR AVAILABLE LATE OCTOBER

Feature!

Before home consoles, Sega were best known for arcade machines — and they make corking coin-ops to this day. Both pockets bulging with 10pees, we sent JOHN COOK to the arcades to see what's wowing the crowds.

Sega don't just make the best games machines, they also have hundreds of software and hardware engineers beavering away in Tokyo, dedicating their drab, dull lives to the creation of the very best in coin-op action.

Trouble is, the best doesn't come cheap, so chances are your local arcade won't have the full range of goodies. Is there somewhere I can rush to for the full set of **Sega** gear, you cry?

Why not truck down to what's become (arguably) the most spectacular arcade in England, **Funland** in **The Trocadero**, Piccadilly Circus, London. Central London arcades have got a pretty seedy reputation, mostly a hangover from some dirty raincoat activity, years ago. Most London arcades get the majority of their income from fruit machines, which means under-16s are prohibited from even entering the premises without a parent or guardian.

Funland changed all that, with two massive floors of Virtual Reality machines, pinball, bumper cars, mini ten-pin bowling, loads and loads of video games — but no fruits whatsoever. Combine this with high-tech lighting and sounds and you have the perfect gaming environment. And naturally, **Sega** games take pride of place.

R360

Have you ever been in an **R360**? No? You lucky person, you! That means you've got the video gaming experience of your life in front of you!

The R360 is *G-LOC* — but *G-LOC* with a difference. When you turn the plane upside down, *you* turn upside down! Strapped into a spherical cockpit, you play the air combat game — itself pretty neat — while your plane's movements are linked into some pretty hefty mechanicals that pitch and yaw the cockpit as you fly.

Mindblowingly wonderful — at £3 a throw, it has to be!

GP RIDER

Sega's graphics get better all the time. This one's got full 32-bit graphics processing that makes for sharp and realistic images,.. and the game isn't half bad, either!

It's knee to the Tarmac time as you hang onto the handlebars of a meaty racing bike. Manual or Auto gear options, all you're missing is the wind in your hair as you guide your metallic stallion around the curves and instinctively duck behind the faring to coax an extra couple of mph out of her!

Play the machine, or better still, play against a friend on the two-player cabinet. Just go, go, go!

GP Racer's certainly not for the fainthearted! With this superb 32-bit outing, you really do get the feeling of speed. Picking the automatic gear option may slow you down a bit on the corners, but it gives you time to enjoy the views!

F1 EXHAUST HEAT

There's a saying: 'If it ain't broke, don't fix it!'

So when **Sega** wanted to do a motor racing game, they used the same state-of-the-art graphic system as *GP Rider*. Frighteningly good, it delivers the same impact.

Again best played head-to-head, there are comprehensive difficulty options to set before you find yourself at the wheel of a fully equipped Formula One motor!

Excellent sound and the sheer quality and speed make it a must for racing fans. Pity there's only one track, though!

Put the pedal to the metal in one of the most frighteningly good race coin-ops to date. Best played as a two-player blast, there's still plenty of action to be had in single mode. OK, so there's only one track, but you're still gonna have to be good to complete it. And just look at those graphics!

RAIL CHASE

Like something out of *Indiana Jones and the Temple Of Doom*, you hurtle along rail tracks in an empty mine wagon — chased by some extremely unfriendly natives! Controls are simple; just shoot anything that moves, leaving the computer to get on with the steering. For some, the semi-automatic controls will make *Rail Chase* too simple. But it is fast, and the special 'Magical Bench Seat' rattles you around so much you wish you hadn't eaten that last ice cream!

AIR RESCUE

Ever played *Choplifter*? This is **Sega**'s version, already converted to the Master System. You fly a rescue chopper into a combat zone, pick up stranded troops and take them to safety.

COINING A PHRAS



How does this one compare to the Master System? What do you think! With the awesome power behind the arcade *Air Rescue*, this is a truly outta sight Chopper Challenge!

The controls aren't simple: left/right, pitch up/down on one large centre lever and an altitude lever to take off and land, on the left of the console. The awkward learning curve means you'll have to invest quite a bit of cash before you get much out of *Air Rescue* but it's pretty neat once you get into it.

ARABIAN FIGHT

If I've said it once, I've said it a thousand times. **Sega** can do anything with sprites — except maybe make them do the ironing. The technique they're trying out here seems to be realtime scaling of large character sprites. *Arabian Fight*'s a one-on-one beat-'em-up where you're a bodyguard, protecting a princess who seems to be named after a fabric softener. Onboard ship, she's captured by baddies — probably some randy old wizard's hoodlums. You have to get her back. Been there, done that, brandished the scimitar.

The graphics are an odd mixture of Japanese comic book meets *Hook* meets Mr Digitised, and although it plays okay (one or two players, joystick and two fire buttons), it doesn't quite cut it, despite great technical work.

Scenes such as fighting it out on flying carpets are neat, but for me, *Arabian Fight* didn't quite work. Try it for yourself and see.



Amazing graphics are the thing in *Arabian Fight*! Any comparisons to *Prince of Persia*? Well, if the MS game's anything to go by, this coin-op hack 'n' slash should be a real belter!

THE BEST OF THE REST

Although Sega are perhaps THE arcade powerhouse, there are plenty of other great coin-op producers making other brilliant games. Here's a small selection...



TOTAL CARNAGE

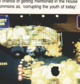
Bally/Williams

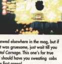
Williams don't release many coin-ops nowadays, but when they do, they're biggies. Ass-kicking wonders like *NARC*, *High Impact*, *Smash TV*, *Strikeforce* and *Terminator II* are, without question, fully tooled-up in the El Neato department.

Smash TV, the subject of this issue's lead review and novel/tips book, was hailed as a superbly over-the-top, violent coin-op. Basically an upgraded version of an old Williams title, *Robotron*, each player has two joysticks, one for the onscreen guy's movement, the other to aim his gun. You can lay down remarkably destructive fields of fire... while running away!

Williams have now released the sequel, which can only be described as the most lurid, gruesome and generally gratuitous video game ever. And being terribly stand-up guys, they've named it appropriately: *Total Carnage*.

This is the kind of game that has at least a 50-50 chance of getting mentioned in the House Of Commons as, 'corrupting the youth of today'.





Smash TV's reviewed elsewhere in the mag, but if you thought that was gruesome, just wait till you get a load of *Total Carnage*. This one's for true gore freaks and should have you sweating cobs by the end of the first arena!

Total Carnage will probably make it into the *News Of The World* as being the cause of some or other nutter taking out his wife, family and workmates with a blunt Stanley knife. Mary Whitehouse will almost certainly condemn it.

But the fact is, *Total Carnage* is utterly, utterly intense. The controls are the same as *Smash TV* and it has the usual simultaneous two-player option, but the scenario's very different.

The time is 1999 AD and the place looks suspiciously like the Middle East, somewhere not too far from Iraq. The chief bad guy is General Akaboob — who bears a passing resemblance to one S Hussein — who's taken tourists, media folk (hey, that's us! —The SF Team) and technicians hostage. There are alien life forms involved, too.

Send in Captain Carnage and/or Major Mayhem! Your task is to take out the enemy — who naturally appear in droves and many different guises — and rescue hostages. Easy, eh? Well, it varies.

As the playfield scrolls along, you're never bored. There are power-ups to collect, mines to avoid, mines to pick-up and use… And millions and millions of enemies, ranging from the normal geek with shades, through nice Mr Butane (who enjoys frying you with flaming hydrocarbons), to pink and green hopping aliens.

The game flow is quite sophisticated, with warps to higher levels and keys that give access to secret areas of the playfield. As well as the scrolly bits, there are static bonus screens (as in *Smash TV*) where you can pick up zillions of points.

'This way to the Mother of Battles,' it says on the playfield. Sure is — and there's enough there to last a long, long time.

MARTIAL KOMBAT

Midway/Williams

Surprise surprise, *Martial Kombat*'s what I call 'a kicky-kicky extravaganza'. I guess you've all been playing *Street Fighter II* this Summer.



The wily old Oriental looks on as you cause your opponent some serious bodily harm! *Martial Kombat*'s one of those games that impresses on first viewing. Get to grips with those seven fire buttons and the gameplay is absolutely scorching. Fast, furious and flickin' tough!

How about this one archaeology fans?! Only joking. *Dinorex* has all the qualities of a truly classic beat and bash epic. Add to that the brilliant imagination that's gone into it and you get a coin-op that just has to be seen to be believed! Still not convinced? Get down to the arcade, you will be!

Trouser-bulgingly good though it is, here's one that might, just might, come close.

The look of the game's quite different, featuring digitised sprites similar to **Atari**'s *Pitfighter*, but it's the control system which sets a new standard : an eight-way joystick and seven (count 'em!) fire buttons! Sounds mind-boggling-ly complex, but in fact it's a lot easier to play than many games around.

Combine this playability with the humour of a **Williams** game and you have something pretty special. I haven't played it enough to give a definitive opinion, but first impressions suggest *Martial Kombat*'s pretty cool.

DINOREX

Taito

With the best-selling *Jurassic Park* book soon to become a Spielberg movie, we're going to be see a lot about dinosaurs in the upcoming months. Hope it's all up to the standard of *Dinorex*. You take control of a dinosaur — an Allosaurus, Pachycephalosaurus or Triceratops



For the truly courageous, try your hand at two-player Dinorex. Watch as those colossal sprites lumber onto the screen and tear in with your claws to do some real damage.

(try saying those without your dentures in!) — and fight other dinos one-on-one, using a frighteningly complex combination of joystick moves and fire buttons.

Great game — including a two-player option where one player takes control of the forebrain and the other the hind brain of the dumb dino! Clever or what! Most excellent piece of game you're likely to get yer mitts on this side of, er, October!

Incidentally, *Dinorex* can be played at London's **Electrocoin** arcade on Tottenham Court Road, south of Goodge Street tube station. Electrocoin have contacts with the biggest Japanese arcade manufacturers, so they get games on test, months before they're released. Check it out — an arcade for real aficionados!

DRIVER'S EYES

Namco

Namco's amazing *Winning Run* never had a worthy follow-up. After all these years, this is it (sort of), sporting fast 3D polygon graphics most programmers would sell their granny for.

But there's more. We're not talking about one screen, here. We're not talking two. Three screens are butted together in an attempt to produce a wrap-around effect in front of the driver's eyes. Hence the title.

A worthy attempt at producing life-like racing cockpit views resulted in *Driver's Eyes*. The console cabinet certainly looks impressive, and the graphics are a treat. Shame about the game!

Though it doesn't work that well, it doesn't stop *Driver's Eyes* being a damn fine racing game. Worth a test drive or two.

In fact, pretty much all of the **Sega** coin-ops around in the arcades at the moment are worth a test drive or two. The others? They're superb as well and the good thing is, that many of them have got a damned good chance of making it down to the home consoles.

Take *Total Carnage*. *Smash TV*'s going to be huge, so can you see somebody letting the opportunity for an even bigger sequel slip by them?

As for **Sega**'s *R-360*, you just never can tell. Though who's gonna program all those twists and turns into your Mega Drive, I don't know.

On top of that, you'd have to fork out a fair few pennies to find yourself a seat to perform them! Then again, keep dreaming. With developing technology, anything's possible!



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Technology is streaming past us almost faster than we can see it. It's time for the BLACK MARSHAL to focus his crystal ball, so hold your breath as he interprets the patterns.

While no one would argue the Game Gear ain't neat, it certainly hasn't set the portable gaming world on fire like the Game Boy did (sorry, the truth hurts, I know — like finding out there's no Santa Claus). Maybe it came at a really bad time, right in the midst of the US recession — or perhaps it's still too big to carry around comfortably.

Part of that reason comes from the guts needed to drive the colour LCD screen; the tech isn't that small or lightweight. But that could change soon.

Sharp and **Apple** are working together on new liquid crystal displays for devices like Apple's Newton Personal Digital Assistant. Meanwhile, **Casio** have developed the thinnest ever LCD screen, made of flexible, shockproof film ten times lighter than the previous best. These film LCDs are so durable they can even be folded!

The first units to use this stuff will be portable organisers — monochrome with a screen size of approximately 7.5 by 12.5cm. They'll be almost as good as the more expensive, thicker versions out now, and will eventually reach UK shores, with colour versions following. Expect better screens for all uses by 1995. And new devices wrapped around them. The future of the hand-held will take a whole new shape...

Fancy getting hold of some sample CD stuff? Well, you can't just now but, if developments carry on the way they are, you might just be able to send off for some preview material every month, sort of like a library, that helps you pick which games you want to buy. Of course, this is only a possibility, but if any of those big boys out there are reading this, how about it? It ain't such a bad idea, now is it? You can but ask!

You are the cameraman!

Taking a step up, **BellCore** (a division of **AT&T**) are working on a broadcast camera to take in a full 360°. Consider the upcoming digital television, transmissions of billions of bits of digitally processed information, and a TV able to handle and process same — with myriad cable channels going into effect.

BellCore can create a virtual 'window', much larger than the screen size. The viewer could pan around and uncover different viewpoints of what he's watching, rather than being stuck with the single view dictated by the cameramen and the director. That's a lot closer to interactive than anything we've got and opens up wide vistas for how sports, dramas, documentaries — almost anything televised would look. It would become CUSTOMISED!

Fontastic idea!

You might have heard of CD-ROMs with fonts on them from **Agfa** and **Adobe**. These companies sell their entire library of fonts on a single disk (worth some $15,000+) but you can't access any of them without a code, received when you call the company and pay for the font you want to use.

Cryptologies, Inc have taken this concept farther, creating a method to 'meter' how much info's decoded from the disc then charging the user's credit card.

This gets exciting when you tie it in with a **Sega** CD-ROM player and a little imagination. Why not pay a few bucks to get the month's new games on a CD or two, arriving at your house in encrypted form? Pop it in, see a bit of a demo or preview, then call a number and pay to have the game unlocked.

No running around to stores, everything shows up at your doorstep. More importantly, you wouldn't miss out on new stuff, ever. And there isn't an easy way to pirate the discs (unless you've a CD-ROM factory in the back yard). Are you listening, **Sega**?

Ya big bully!

Big companies have bullied the 'little guy' for years. When a 'conflict of interest' was seen, they often forced delays or even stopping new and innovative products appearing. But a new ruling in New York's Federal Court Of Appeals seems to state you can imitate a program's structure as long as the code isn't copied.

This could open up areas long shut down, including creating clones of programs for greater compatibility. It would be another blow against Sega/Nintendo trying to maintain a licensee base, with punitive power against transgressors daring to make products. But it won't be happening soon, as appeals against this ruling are in process, of course.

Is the Game Gear too big? New technology may well change all that but, for the time being, there's no denying it's a better machine all round than the sadly colourless Game Boy. Well, we all knew that anyway, but it's still good to hear of any new improvements to our fave handheld!

Speaking of delays, remember I mentioned *Swamp Thing* a few months back? 'Fraid it's a dead issue — at least for **Sega** right now. **NuVISION**, the company with the licence, haven't been answering phone calls, nor were they displaying at the CES. Even worse, their listing in **Sega**'s third party *Book Of Software* had a blank spot.

The swamp one *will* be 16-bitting it, but it will be coming from **THQ**. And only for the SNES. It pains us, too.

More than meets the eye

And while we're on the subject of WHEN, *Strider 2*s been moved back another four months. According to inside sources, **US Gold** felt the product 'wasn't there yet' and have extended the game's development time, aiming for an eventual February '93 release.





flesh! This pic is what *Wayne's World* couldn't be — really hip. Considering it's been released as a mainstream flick and creator **Ralph Bakshi** didn't compromise his 'dark look', it's damn great.

A video game based on this would be hot. Not because of the storyline — most software houses would turn it into a vanilla platformer/shoot-'em-up — but if they digitised the artwork backgrounds — WOW, would that do it! Hopefully the designers would have a sense of dark humour.

I've heard an SNES *Cool World's* in the works but don't expect the right look on that system. With luck, someone will pick it up for the MD. They could get some help from Bakshi direct (like how **Matt Groening** of The Simpsons provided some sketches to use in *Krusty's Fun House*) for a truly authentic game.

There's plenty of other movies out now that will or should become video games, like *Universal Soldier* (SNES/Game Boy — aaargh!). But we know what looks good and doesn't just repeat the same old tired stuff. Anyone seen *Home Alone* and *The Rocketeer* on the 'Super' NES?! Ha!

Shock! Horror! If latest developments are anything to go by, it looks like we won't be seeing the long-awaited Swamp Thing for a fair while longer! NuVision, the company behind its development, seem to have dropped out of existence, leaving a very large gap on the release schedule. The worst of it is, The game's still gonna come out on the SNES, so keep yer eyes peeled for any new updates as we find them. Hopefully, somebody's going to take this one over and put it where it deserves to be. On the Mega Drive!

But you won't have to wait until then to find out about it — we've got an exclusive, *extended* preview in the pipeline for the December issue.

Remember that **Takara USA Corp**'s got the licence for Neo-Geo on the MD? The folks there want to remind everyone those dancing flowers aren't the *only* thing the Japanese parent company started up.

These guys also created Transformers. That's right, they were the first ones to make robots that become vehicles and such, then vice versa. A lot of bucks flowed in since they appeared back in the Seventies.

Coo-wul!

Have you seen *Cool World* yet? Set partly in an animated land that would've killed Walt Disney flat, *CW* has the hottest and most off-the-wall look ever.

Don't want to spoil the story, sufficient to say **Kim Bassinger** looks hot drawn *or* in the



Rolph Bakshi's stylised animation outing Cool World looks all set to hit the Mega Drive. Will Holli (based on Kim Basinger) win her struggle to become human? Hope so!



Sluggo's henchmen come in all shapes and sizes, which is pretty lucky when you consider what shape the ugly mutoid is himself. Did I hear somebody mention curly Sue? Whatever, you've got a hard job on your hands here!

Whether you pick Ackroyd or Shannon, you'd better master the controls before you face up to the mutants. You've got no special powers, so use those weapons well!

EX-MUTA

Thanks to Sage's Creation, the BLACK MARSHAL skips forward in time and onto brightly coloured paper for the conversion of Malibu Graphics' post-apocalypse comic.

With all the crap left in the air from the genetic and biological weapons used in the War, 2055 AD ain't the healthiest place for humanoids.

They hid underground, in the forests and the remains of cities but the weapons' effects were inescapable. Ya can imagine what that stuff did to their DNA?! Bake 'n' shaked it good. Turned everybody into Gunks — mutant types — in an era when having weird abilities and physical characteristics wasn't desirable.

A cyborg programmed before the Big Blast, Professor Kildare, has been entrusted to save the human race and get them off-planet to colonise the stars. Using his 'de-Gunker', he restored six people (three of each sex, natch!) to humanity and organising them into a fighting group — The Ex-Mutants. Clever, huh?

If the cap fits...

Every comic team have their arch-enemy and the Ex-Mutants' is Sluggo, boss of all the mutes. Utterly evil, he hates EVERYTHING, particularly humans — ie, The Ex-Mutants.

About the only good thing is he's a neatness freak — he doesn't like bodies messin' up the landscape. He prefers everything incinerated. Oh, good!

Based in central Slugtown (where else?), he sends out his goons to grab slaves from among the locals. Those he can't pummel into submission get a Mind Control Cap stuck on their head, courtesy of his scientist assistant, Zygote. The guy's a load of laughs.

Guess you figured out that ex-mutants don't have special powers. Ain't that a bitch? It's worse: everyone but Ackroyd and Shannon have got their butts caught. The remaining four Ex-Mutants have to be rescued and power cells for Doc's lab found before there's a hope of defeating Sluggo's set-up.

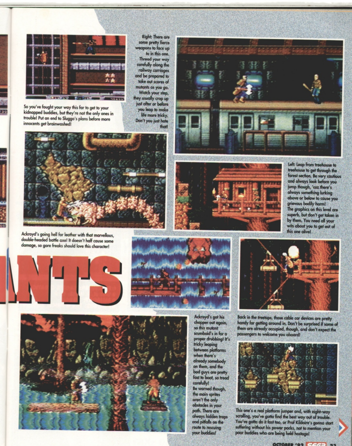
Buzz worlds

Choose a character — Ackroyd swings a battle axe, Shannon wields a Morning Star mace — and run and jump through 12 sections of eight-way scrolling platform action.

Where you're battlin's a story in itself. There's underground caverns with lava flowing, warehouses brimming with mutes, lakes with fish ya don't wanna catch, and skyscrapers filled with guys who think it's real funny if they mash you to bits!

There are lots of ways to get through these places intact. You can jump and swing your weapon, crouch below a force field or weapon, or leap and hit stuff overhead.

Jump onto moving platforms wherever they show up; inside warehouses, in forest treehouses, above ground. Look out for flying crap — there's always some kind of garbage sailing through the air to bash your head in.



So you've fought your way this far to get to your kidnapped buddies, but they're not the only ones in trouble! Put an end to Sluggo's plans before more innocents get brainwashed!

Right; There are some pretty fierce weapons to face up to in this one. Thread your way carefully along the railway carriages and be prepared to take out scores of mutants as you go. Watch your step, they usually crop up just after or before you leap to make life more tricky. Don't you just hate that!

Left: Leap from treehouse to treehouse to get through the forest section. Be very cautious and always look before you jump though, 'coz there's always something lurking above or below to cause you grievous badly harm! The graphics on this level are superb, but don't get taken in by them. You need all your wits about you to get out of this one alive!

Ackroyd's going hell for leather with that marvellous, double-headed battle axe! It doesn't half cause some damage, so gore freaks should love this character!

Ackroyd's got his chopper out again, so this mutant scumbaid's in for a proper drubbing! It's tricky leaping between platforms when there's already somebody on them, and the bad guys are pretty fast to boot, so tread carefully! Be warned though, the main sprites aren't the only obstacles in your path. There are always hidden traps and pitfalls on the route to rescuing your buddies!

Back in the treetops, those cable car devices are pretty handy for getting around in. Don't be surprised if some of them are already occupied, though, and don't expect the passengers to welcome you aboard!

This one's a real platform jumper and, with eight-way scrolling, you've gotta find the best way out of trouble. You've gotta do it fast too, or Prof Kildaire's gonna start suffering without his power packs, not to mention your poor buddies who are being held hostage!

SHANNON!™ BUD!™ PIPER!™ TANYA!™ DILLON!™ ACKROYD!™

SHANNON
Wotta gal! Shannon's a lot of fun and nice to everyone, which'll probably be her downfall. Sluggo and his mutie mates are nasty, however they're treated.

BUD
The li'l squirt of the crew, Bud's always trying to show how grown-up he is. He wants to be the leader and get his end away with one of the girlie Ex-Mutes. Fat chance!

PIPER
Another history freak, she's a real smart woman — as far as intellect's concerned, anyway, 'cos her gaudy outfits leave a lot to be desired! Can't have everything, can ya!

TANYA
In the words of the Ex-Mutants comic, Tanya's 'extremely sexually attractive, with firm breasts, long legs and firm, flat stomach'. 'Nuff said!

DILLON
Leader of the pack, he's one of those smart-ass, head-of-the-class types that make ya want to hurl. His over-cautious and caring nature's pretty sickening, too.

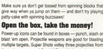
ACKROYD
Enjoys playing practical jokes on the others (ie, can be a real pain), unusual for someone so superstitious. Has an extreme curiosity about pre-War Earth.

Ugh! It's disgusting what some of those mutants can pull off. Whatever you do, be prepared for some pretty outrageous surprises in *Ex-Mutants*. The heroes may look sound enough, but some of those evil radiation victims are not a pretty sight! Don't feel sorry for them, though, just lay in there and slaughter 'em!





- **PRODUCER: SAGE'S CREATION**
- **GG: N/A** ● **MS: N/A**
- **MEMORY: 1024K**
- **PLAYERS: 1-2** ● **PRICE: £39.99**



Whether you're in the sewers, the lab, the caves or the forests, there's always more than enough action to keep you busy. Remember, the fate of Prof Kildaire and your Ex-Mutant colleagues rests on your skills to hack and cause havoc. In other words, don't hang around. There's a long way to go and a lot of blood to be shed! Go to it!

Make sure ya don't get tossed from spinning blocks that give way when ya jump on them — and don't try playing patty-cake with spinning buzzsaws!

Open the box, take the money!

Power-up icons can be found in boxes — punch, slash or blast 'em open. Projectile weapons are good for blasting multiple targets, Super Shots volley three projectiles from the main weapon and Special Shots do heavy damage.

Secondary weapons include grenades, bouncing bombs and mines. The grenades detonate when tossed, bombs dance around on floors and walls till they hit a mute. Homing orbs heat-seek mute flesh, while mines lay there until someone (some 'thing', more likely) walks on 'em. Charges use timers so they can be placed next to doorways and walls that may have secret passages.

Food and the Extend icon helps restore the life gauge, the heart pumps it up to the max. Then there's those coins — if you're human you love money, right? There's not only single ones but whole bags of the stuff! Diamonds and stars are worth big points but best of all are 1-Ups and power cells for the lab.

Battling through Sluggo's traps and mutants batters ya around and drains the life meter of colour. Here's a fun bit — all that gunk in the air that felt fine when you were a mute is now poisonous! Spend too much time on a level and you start seeing flashing points instead of a clear screen as you gradually die…

Ya gotta be careful during the Speed attack that comes just before the end of a level. You're travelling on a moving object: a mine car, river log, subway train — fun stuff like that. Ya have to jump and duck to keep your body intact. Keep watching out for those hidden traps, they're everywhere. Ya can bet that any good icon near-by ain't gonna come for free.

And of course, kill every mute that shows its ugly face. Blast 'em, hack 'em, burn 'em with flamethrowers, toss 'em down holes… Use your wits — those traps can take them out too!

They're all out to get ya, kid. 'Less you get 'em first, you're gonna be an ex Ex-Mutant. Enough talk — GO!

BLACK MARSHAL



It may all be about Martial Arts, but fans of the good, old-fashioned bash are gonna love this one too. If you've seen *Street Fighter 2* and liked the look of it, this one's a must. Graphically great and with plenty of options, there's no getting bored with *Deadly Moves.*

How about a raft as an unlikely setting for a brawl? Don't get put off by the scenery or the rippling of the water! You've got a tough road ahead of you, so concentrate and take out that slimy bast!

The BLACK MARSHAL works hard and plays tough, so he was really in his element when he viewed Kaneko's alternative to a certain streetfightin' sequel...

Angry gamer, gnash your teeth and growl! You look at the SNES and see *Streetfighter II*, large characters fighting, leaping, hurting each other. You want it but can't have it — it ain't Sega.

Don't despair, *Deadly Moves* is on its way, featuring the kind of high-quality fighting you've been drooling for. It isn't scheduled for release till next year — but that doesn't mean we can't take a look right now. Here are the ground rules...

Deadly Moves's International Boxing Competition fills 8Mb of cart power. Set against the background of world arenas, players fight one-off bouts or take on a variety of enemies and progress up the scale to World Champion.

Ten fighting masters are lined up, each with special weapons and attack patterns. Everyone has full freedom of the playfield; nothing interferes with you punching, kicking and smashing each other. Fight until one's wiped out and left in a meaty mulch!

Comparison between *Deadly Moves* and *Streetfighter II* is inevitable so let's take care of it now. Both start with the word 'FIGHT' emblazoned on the screen as the two foes size each other up, though the letters shoot off in all directions on the Sega game. There are a number of basic moves, plus a speciality move for each player. So far, so similar.

But where *Deadly Moves* differs is there's no 'magic', no secret, inhuman powers. Each fighter has his special move and martial art ability but none can turn into flaming swords or any of that hoopla. You have to be willing to close in with the foe — that makes gameplay a lot better in our book.

But don't think these guys are ordinary — far from it. They have incredible skills and almost superhuman physiques. Hey, they can leap almost completely off the screen!

Punch hard muscle...

Let's get down to specifics. Once a competition begins, there's no timer, ref or bystanders to get in the way. The screen doesn't scroll but background parallax effects and bi-directional scrolling are a nice touch as you're getting your brains beaten out.

My favourite location's the raft, which dips up and down with the ocean currents. Well, at least you don't have to worry about getting seasick —your opponent will take care of that!

Your power meter decreases as blows are received. When it's all gone, a final hit takes you out and you go flying to kiss ground in slow motion (another *Streetfighter* similarity). Get up, dust yourself off, and try again. Best two out of three does it.

The secret to the fighters' success here isn't their size, or even what they look or fight like, it's their animation. FAST. HARD. SMOOTH.

In a lot of games, the fighter never seems to actually make contact with their opponent. Not here! There's a really solid feel of fist hitting body part, and the reaction of the fighter smacked isn't cartoon-like, it's more surprise and pain.

Stomp fragile skulls...

Get the idea this is gonna be a hot one? Damn straight, it's got everything you'd want. Great digitised sound effects — plenty of thuds, kerpows and assorted body smacking sounds — even the music sets a nice tone.

Parallax backgrounds create a realistic 3D effect — they're even affected by the weather and seasons! Not that you have time to see what's behind you, not with that bruiser up there in your face.

Characters move in believable ways; there are two moves we especially like. One is being able to catch a guy right in the face as he's jumping at you, the other is jumping straight up and coming down feet first on the



Take your partner by the hand... and give him a damn good duffing with your special moves!



It's usually best to pick your opponents carefully. Take on too much, too early and you're in for a resounding defeat! Take a while to master all your moves before taking to the arena and stand off for a while to get the measure of the brute up against you!

Keep a close eye on your stamina bar during the bout. You may well be sitting comfortably with half your energy remaining, but a couple of swift special moves by your enemy could change all that in a trice! Be warned!

Left: You wouldn't think a little wimp like that could lift such a hulking brute! Well, *Deadly Moves* is full of surprises and that's just the least of them. There's plenty of variety here, even for the most experienced bash freaks, so make a date with this one when it comes out!

MOVES

guy's head. Now that makes a very, very, satisfactory *thud*. Does a lot of damage, too.

Other moves inflict similar damage. Those high leaps can take you from one side of the screen to the other quick, but watch out for a hard fist welcoming you back to earth. Defence can keep a blow from landing but ya can't do much with your fists up by your face.

Poke squishy eyeballs?!

Also watch out for the opponent's feet — they can do a lot of damage without him closing in. And always be prepared to bury your fist in the other guy's gut.

Besides this, it'll get even tougher when the weather starts changing, when wind blows you off course in a leap, or fog or rain makes it harder to see.

No blood, though. You can't rip an arm from its socket, tear off an ear or poke a finger through an eye (where does Marshal get these ideas? —Ed).

But the implied violence is really high, because it's not a bunch of otherworldly characters you've never seen before, just two guys squaring off! This is why *Deadly Moves* is gonna appeal to fighting fans — it feels like the real thing.

We can hardly wait for it to hit the shelves. This one gets a bloody thumbs up. But if it belongs to your opponent, bite it off!

MARSHAL

There are plenty of different backdrops to admire on your fight route, but don't spend too long admiring them or you might find yourself admiring it from a totally different angle!



Catch your opponent unawares with a special move and watch his energy bar drop down! A simple punch will hurt, but a more advanced attack will do for more damage. The more adventurous you are with the controls, the more you're likely to succeed!

Each of the different characters has their own special move, whether it's a piledriver, a flying kick, or a simple hammer punch.

Look up who has which before you play and be on your guard when they come after you. Forewarned is forearmed and all that!

- PRODUCER: ACCLAIM
- GG: N/A • MS: OCT
- MEMORY: 512K
- PLAYERS: 1-2 • PRICE: £34.99





Reviewed!

Big excitement! Big challenge! We love it! At last, the future of television's been found, alive and well and living on the Mega Drive!

The year is 1999. Man's violent nature has finally manifested itself in it's ultimate form: the TV gameshow! If ya name's Des O'Connor, Richard Whiteley, Bob Monkhouse or Bruce Forsythe — forget it! The TV industry's now lean, mean and totally obscene! In these blood-filled family programmes, contestants enter arenas and battle for prizes — and their lives! No conveyor belts or cuddly toys here, madam. No *Blankety Blank* cheque books and pens, no sireee! Thrash, or *be* thrashed. That's the name of the game. Like it, or lump it!

The ultimate show is *Smash TV*. With it's unusual mix of charming host, sexy girls and weird mutants, it's *the* programme to appear on. Level after level of lethal action has to be completed in the search for BIG MONEY and BIG PRIZES!

All very well and good. *Smash TV* may be all teeth and suntans — but be warned! The gameshow host's not ya charming Les Dennis-type charcter. The man himself *and* his cohorts try their utmost to kill you — expect no mercy. (Watch out if you're asked to step into a soundproof booth!!)

The action takes place in the *Smash TV* studios. As the lucky contestant, you must rid each section of its evil inhabitants while collecting weapons, cash and prizes.

There are various routes to travel and secret rooms to find. Many are filled to the brim with mega cash prizes, or items for the home. At the end of every stage is a huge end-of-level guardian whose job is simple... to kill you! Throw just about everything at him. Bombs, grenades — weapons are there in abundance. The odds are definitely stacked against you: Club-wielding psychos, rampaging tanks and mine-laying misfits are just some of the loonies out for your head!

And boy can they move! One moment you're standing still, minding your own business, and suddenly you're set upon by a bunch of spaced-out lager louts. If their halitosis doesn't kill you, their fists will! You never have time to think. The studio doors open and another crowd of morons appear. Big and bad — yep, you've been had! There's no time to lose.



If you're playing with a friend, their life may depend on your quick responses. You'll be a nervous wreck by the time the commercials come around!

Oh, and remember — smile for the folks at home!

SEGA FORCE

If you wanna survive, get rid of those laser gunners fast! With the entire might of the MC's army against you, the last thing you need is your escape route cut off!

SUPER SMASH



FORCE CONTROL

- Fires your machine gun — or hopefully a more powerful weapon — in the direction you're heading
- Behind you! ('Oh no it isn't!') Shoots in the opposite direction to the one you're heading to defeat sneaky attacks
- With [C] held down, you can run off in a different direction while aiming your gun at the same angle
- One joypad always moves your contestant in eight directions. In the two-pad option, a second pad's used to aim the current weapon

Mutoid Man: Stay clear of those tank tracks! Go for the power-ups and just keep blasting. Once he loses his arms, you're halfway there, so don't despair. Not as tough as Scarface, MM still provides one helluva challenge and you are gonna need all your spare lives to take him out!

Total Carnage: This arena more than lives up to its name! If you can get past this one, the first level should be in the bag. Use the force field to keep the nasty basts at a distance and keep circling to pick them all off. Don't worry too much about the robots, just make sure you dodge the shrapnel!

Bonus Prizes!: This one looks like a doddle, but it ain't! Sure, there are more than enough goodies to go for but, if you don't look where you're going, you could end up stepping on a mine and having a close look at the ceiling of the arena when you're blown apart! Watch out for the sudden arrival of the thugs!

Tank Trouble: If you make it this far, Tank Trouble shouldn't cause too much hassle. Basically, it's everything you've faced before, but all thrown in together! If you can find some speed-ups, go get 'em, 'coz the faster you are, the safer you are!

Take a good look at the map before you decide your route. The easiest path isn't always what it seems but, whatever you decide, there's a whole lot of trouble out there, just waiting to kick your butt!

MEET YOUR HOSTS

MUTOID MAN Uuurgh! A disgusting half mutant, half tank monstrosity capable of wiping you out with a well-placed eye beam

SCARFACE A huge, disc-faced horror with more tricks up his sleeve than Martin Daniels (Son of Paul, gameshow host and all-round nice guy!)

COBRA HEAD As in 'what a load of old-'. You'll need all your skill and weaponry to beat this two-headed reptilian monstrosity!

GAMESHOW HOST The smiley guy himself — except he's been transformed into a hideous tank and stops at nothing to obliterate you!

Mat hollers... *'BRILLIANT!'*

Yes people, this is the ultimate bloodbath! You might have played the original arcade version and been totally blown away by the amazing graphics and sound. Well, the good news is Acclaim have done a brilliant job of converting it to the Mega Drive.

Believe me, this is no picnic! With room after room of terrifying danger and pant-wetting action, *Smash TV*'s one game you won't complete in an afternoon. Not only is there a constant stream of nasties through the studio doors, there are also exploding shrapnel blokes, mines to avoid and laser-firing discs to dodge!

The whole game looks and sounds incredible. The graphics are almost identical to the coin-op and move very smoothly. Sound effects explode from your TV as wave after wave of enemies are dispatched. The sampled speech helps make this game a thrill.

This is one manic game shoot-'em-up fans would be foolish to miss out on — it's a closet psycho's dream! In short, get *Smash TV* before it gets you!

MAT 90%



PICK 'EM UP

Rapid Fire Grenade Launcher: No need to pull out the pins, just aim and throw 'em all over the shop! Good for widespread damage!

Multi-Direction Photon Gun: No, we don't know how photon guns work, but they do loadsa damage so who cares?!

Forcefields: Psychedelic concentric circles around your feet protect you for a short time but soon vanish. Good for decimating the crowd. Pah!

Discus Defense: Projects a field of razor-sharp discs that spin at high-speed! Move over enemies and watch 'em squirm!

Smart Bomb: It solves The Times crossword in 3.2 minutes! It calculates pi to 92,354 decimal places! Er, it blows everything up

VCRs: You need never miss another episode of Eldorado or the final of Master Chef! You'll also get plenty of bonus points

Roadsters: Cruise down the highway, stereo blazing and a hot babe on each arm! Er, a pity you won't be able to drive like that!

Toasters: Muffins, waffles, buns and other bread-related products done to a 'tee'! Plus bonus points totted-up at level's end

Ade shrieks... *'GREAT CONCEPT, A CHALLENGE AND A HALF!'*

I've waited a long time for this little corker. Was it worth going blue in the face for? Yes indeedy! *Smash TV*'s one of those games where you don't have to wade through a load of instructions to ensure a good time's had by all. Just boot up, get in there and give 'em some welly!

Boy, is it tough! A two-player blast's definitely where *Smash TV* comes to the fore. You're gonna need all the help ya can muster to get through those arenas! I had a few qualms about the control system when I started but a few plays later my worries were swept aside. I very rarely used [C] to lock. The best button to activate is [B]. Run backwards and blast the basts from here to kingdom come. Only keep an eye on what's coming up behind ya!

Soundwise, it could've been beefier, the tunes don't suit the game too well. A little namby-pampy I felt. The speech is pretty nifty, though. Compared to many MD games *Smash TV*'s a great concept! A challenge and a half that adds a whole new element to the shoot-'em-up genre. BIG GAME! BIG CHALLENGE! YOU'LL LOVE IT!!

ADE 87%

Left: It's always a good idea to try and take out the laser gunners as early as you can! Even if they don't shoot too often, they can still cut off your retreat from a thug attack! Use power-ups to blast them away!

Keep a good distance between yourself and the swirling balls! They may look relatively harmless, but once they start spinning all over the shop, you're in trouble!

Above: The revolving force field's one of your best pals in *Smash TV*. Use it to advance into the oncoming thugs but don't rely on it too much on later levels, when things speed up. Those thugs soon find their way inside to club you!

Whatever you do, don't panic! There are times when you see a power-up and make a desperate run to pick it up. Do that and you usually end up losing a life! Take it easy and only go for the pick-ups if there's a damned good chance of being alive to use it once you've got it! Just remember, there's always another weapon on the way!

- PRODUCER: ACCLAIM
- GG: N/A • MS: OCT
- MEMORY: 512K
- PLAYERS: 1-2 • PRICE: £34.99

SF Rating

83% PRESENTATION
- Options screen lets you choose difficulty level, players and controls

90% VISUALS
- Arcade perfect conversion, smooth movement, good FX

89% SONICS
- Ear-blasting sound FX and brilliant sampled speech

74% PLAYABILITY
- Difficult to control, stick to two players

92% LASTABILITY
- This one will take yonks to compete, four levels of futuristic mayhem

91% FORCE
- An amazing game only let down by its difficulty factor



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DEADHEAD XPRESS



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GET IT TAPED!

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Check out the numbers below! If your card number matches any of them, you've been a truly jammy bleeder and won an instant prize. If so, send your card via recorded delivery to Mike Watt, Instant Winner – SEGA FORCE XPRESS, Sandylands House, Morecambe LA3 1DG. We'll get your prize and card straight back to ya! Get to it!

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Match any of these five numbers and you can claim the game of your choice!

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See if you've nabbed one!

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SEGA
FORCE
Tokyo 2:
The gutters are
alive with the
blast of action!
Trim white strip and join poster to sec

The Pittstop

Playing Tips!

PULL OUT AND KEEP!



He's tough! He's cruel! This lad's no fool! He's first with the answers, first with the news, has the tips that'll banish your blues! ADRIAN PITT's at it again with more cheats than you can squeeze into Big Ed's sandwich box! Maps galore, but wait — he wants more! So you let get scribbling and set our man dribbling! Not a pretty sight!

RIGHT UP THE ROMANS!
Asterix and Obelix get in sight of Rome!

WHAT A WONDER-FUL LIFE!
Finish off *Wonderboy V* in style!

AIR RESCUE! THE COMPLETE SOLUTION!
Go grab those hostages!

THE BEAST IS BACK!
The full works on *Shadow of the Beast!*

THE PITTSTOP WORKSHOP

PULL OUT HERE!

GET YA PRIZES HERE, TIP FIENDS!

Roll up! Roll up! Feast ya eyes on this little lot. It's too good to be true! The best tips section in the entire universe is now offering big cash prizes for the best hints and cheats around. There's something in store for map fiends too! Tippers everywhere unite! Get scribbling! Start dribbling! If you wanna win 50 spondoolies- read on! Tell ya friends! It's the chance of a lifetime! Miss it and weep!

Crikey! Summer's nearly over already! (Did we ever have one?!) No excuse to get down in the dumps, though. Now the nights are drawing in, you've an excuse to spend those long Autumn evenings in front of ya telly with your trusty console, hacking away at some of your fave games.

Over the past few months, Big Ed and Mat have toiled and sweated... sweated and toiled, joining together screenshots, mapping some of the latest releases. But alas! They're getting old and their eyesight's not what it used to be, so they need YOUR help!

If you've completed one or more of your Sega games, on whatever system, why not try a spot of mapping and send your creations into us?! Don't worry if you're not the best drawist in the world, our designing dude, Ian, will take your artwork and use a touch of computer wizardry to turn the whole caboodle into something gobsmackingly awesome! Just have a look at what he did with this pretty tawdry *Air Rescue* map! What's more, as from next month, there's a totally flickin' amazing £50 cash prize on offer for the BEST MAP (or set of maps) we slam in each issue and another £50 smackeroonies for the other two TIPSTERS OF THE MONTH! So get crackin' and hackin'! It doesn't matter how long, or how short your tips are, or how easy you think they are. There's always someone looking for help!

Send your maps, tips and cheats to: **PITTSTOP, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.** Right! Now feast ya eyes on this little lot...

SEGA FORCE GAME FREAK! AWARD £50

The £50 vouchers for the best tips are no more! Yep, I can hear all you Game Freaks out there crying out in shock and outrage. So why have they gone? 'Coz we SEGA FORCE Deadheads reckon you'd rather get yer mitts on the real thing! Generous or wot?!

That's right! If your tips or maps get picked as the best of the month, we'll send you a stonking £50 postal order to spend on whatever you like. If ya wanna new game, go get one. But if you'd rather spend it on one of your own strange fetishes, who are we to judge you?!

Who's gonna win the first set of dosh hand-outs? Get scribblin' or drawin' now and it could well be you. Go to it!

SEGA FORCE GAME FREAK! AWARD £50

DESIGNING DUDE'S MAP ATTACK!

OK, you've played your Sega games to death — what now?

Ever thought about mapping 'em and helping a fellow gamester out? There maybe some poor deadhead in a back bedroom in Stoke-on-Trent, tearing his hair out 'coz he can't find the route through a particular level! That's where YOU come in! No matter what games you've got, new or old, MD, MS or GG — we'd love to see your maps.

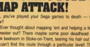
But wait! You're a wee bit frightened. You can't draw to save your life! You might embarrass yourself by sending in your work.

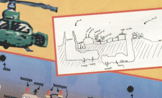
No worries! SEGA FORCE has on board one of the world's greatest designers! Bigger than Laura Ashley and Terence Conran, our man Ian will grab ya hand-drawn doobries and transform 'em into computer-coded masterpieces!

If you don't believe all this hype and waffle, take a look at the pic here and marvel at what a few scraggy old lines can be turned into! Good, huh?

Think you've got what it takes? Then race to your bedroom this instant, start getting all arty-farty and slam us something those Ordnance Survey people would be envious of! We'll make you a star overnight! Your granny will be be proud of ya! Oh, and don't forget, there's that crackin' prize for the best map we print each month

The address to send your maps to is: **PITTSTOP, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.** Good luck!






AIR RESCUE (MS) LEVEL 1

WONDERBOY V

Last ish, Cheryl Barnes from Hemel Hempstead led us through the first part of this mega roleplayer. Here's the rest of her solution to tempt and tease...

Begonia: New World

Travel right to the village. The shops are closed to begin with. Visit the Elder Dragon, who tells you to find the Old Axe in the Ice World. He gives you a bracelet to use to enter the Ice World. Use your Return magic to get back to the inn.

Go right, enter the turret, leave by the lower door to the dungeons. Go down the first steps through the water, down second steps. Defeat the skulls but don't destroy all the blocks on the last one, you need them to jump on. Work your way up, collecting the heart. Get the Quake magic from the chests.

Use the ropes and platforms to reach the main castle. Collect the Pygmy Boots from the right turret. Leave turret, go left, up the ladder to the first floor, defeat the guardian, collect blue gem. Repeat at second door for gold gem.

Collect heart from left turret. There are steps to the right of the second door. Go up these then left and insert gold gem. Go right and insert the blue gem. A door appears in the middle.

Ice Bomber

Easily defeated. Jump onto the platforms and hit his head.

Collect Old Axe from chest. Return to Elder Dragon, he sends his grandson to help you. The Blacksmith needs the Fire Urn from the volcano before he can work on the Old Axe.

Volcano

Enter the house to be shrunk. You can now enter the volcano. You need all the Pygmy items that have been mentioned. Collect Power magic from the chest.

On the lower level, on the left (where the flames come out of the pit), jump into the pit — there's a secret room with a heart. Ignore the door surrounded by blocks, it takes you back outside. Go left, defeat the flames, jump onto the small ledge. It goes down and turns the above wall into smashable blocks. Collect Elixir from chest.

Tyrant Dragon

His flames won't hurt as long as you face him. Stay on the upper ledges and hit his head when he raises it — use Power magic to defeat him quicker.

Collect the Fire Urn and take it to the Blacksmith. The Elder Dragon tells you to go to the Bell Tower and point the legendary sword upwards.

Bell Tower

Use the moving cloud to collect the heart from the chest. Once in the corridors, go down the first pit — right — up chain — right — up chain — left — up chain — right, over pit — up chain. Duck on the trolley to avoid two sets of spikes. Collect Legend Boots from chest.

Go right and down the hole back to the corridors. Go right and up chain to collect the trolley again. Stay on the trolley until you reach the chain on the left. Jump onto the platform and up the chain. Collect the heart, go through the door, ignore the exit and go back through the same door and up the chain.

Go right and onto the moving chain. Use Thunder magic straight away to avoid being knocked off the chain. Collect Legend Shield. Repeat with the second chain. Go through the doors and up the chain.

Defeat the second guardian (don't use the Power magic, you need it later) when a defeated chain appears. At the top is a dragon. Stand your ground and hit him as he approaches. Keep hitting him and he won't get a chance to strike. A door appears when he's defeated.

Jump upwards from one platform to another. Don't hang about or the platforms fall. The top platform descends. Jump right and follow the moving platforms as they zigzag upwards. The moving chain takes you to...

The Almighty Demon King

This is the toughest one to beat. You need all your energy. Take Power and Hi-Potion in with you and make sure you have Elixir, too.

Attack with your sword and force him right, if you're quick enough he won't have a chance to release the spikes. When his head comes off, he grows another — the first one sprouts ears and bounces around the screen! Defeat the second head and he grows a third! Use Power Magic to defeat him and the Prince appears.

You're transported back to the Bell Tower and can go left into a lift which takes you to a shuttle, which in turn takes you to the spaceship.

The Spaceship

The ladders in the four corners lead to the Myconid, Tyrant Dragon, Ice Bomber and Gragg & Glagg — they're all very easily defeated. When they've been dealt with, the central ladders are accessible, but it's best to return to the inn. So on the next trip it's straight to the main boss.

Don't attack! When you're about to die, the Prince appears to help you by destroying the cannon and restoring your energy. Attack, a laser appears but can be destroyed. Use your shield to protect you.

When the energy bar's depleted, the Boss sheds his armour (and get his energy back). The floor moves and a circular saw appears.

Use your potion then Power magic. You only need to get a few hits in, it's just a case of timing it right. Jump over the saw and let the floor take you to the Boss. Hit the lasers, DON'T jump! You *should* be able to get two or three hits in before the floor takes you back. Repeat until victory is yours!

You're returned to the Bell Tower and hailed a hero. The spaceship leaves... but the screen says 'TO BE CONTINUED...'

General Tips

Always book into an inn after buying something or collecting things. Buy Hi-Potion (from Begonai shop) or potion and Elixir before going to the inns.

With later bosses, use potion before Power magic. Once magic's in use, you can't use a potion until the it's finished (and that might be too late!).

As for the Charm Stone, save your gold, it doesn't seem to do anything. Cheryl finished the game twice — once with three Charm Stones and once with none!

■ **SAINT SWORD (MD)**
To progress almost to the end, use the code 'xxksis'.
David Curry, High Wycombe

■ **AFTER BURNER 2 (MD)**
For a Level Select, hold [A], [B] and [C] and press Start on the title screen. Use the pad to select a level.
Ben Hussey, Kent

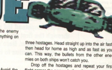
■ **SUPER TENNIS (MS)**
The best selection for Level 5 is: Speed-B, Control-C and Player-A.
Tim Moir, East Sussex

■ **BUBBLE BOBBLE (MS)**
The password for Level 199 is R9N6S556.
Ben Pridmore, Boston, Lincs

■ **SHINING IN THE DARKNESS (MD)**
To kill the crystals on Level 5 of the upper labyrinth, get the Earth Hammer, Shock Box, Black Box, Ogre Flute from the alchemist under special deals.
Darren Picot, Chatham, Kent

■ **ROAD RASH (MD)**
To get $10 million, just win one race on Level 1 and reverse the third part of the code from OOOKU to UKOOO and finish the next race.
Rory Elliot, Henley

AIR RESCUE



The LIR's taken the World Leaders hostage! CHRIS KNIGHT helps you find them with his hyper-charged chopper!

LEVEL 1
Dangerous Holiday

The League for International Revolution (LIR) have left you seven hostages to pick up here and they're stranded all over the amusement park!

Use diagonal fire missiles for this mission and make straight for the big wheel, avoiding the mine along the way! Pick up the three hostages from the wheel and kill the enemy on the rooftop to pick up your fourth.

Return to base and the next move's up to you. Pick up the remaining hostage next to the building and either risk the crater (tricky but no enemy fire) or try the other cavern (easier to negotiate but you need to take out the gunman).

This level should cause no great hassle!

LEVEL 2
Fire Storm

The International Conference Centre's ablaze now, so choose machine gun and get aloft to rescue seven more hostages!

The best method is to work your way slowly up the building, gunning down any enemies chucking gunk out of the windows. Don't bother putting out the flames.

Watch out for the helicopter at the top of the building and remember, as long as the enemy are kept off-screen, they won't drop anything on you!

LEVEL 3
Count Down

Pick diagonal fire again for this one. Avoid the mine, then hover low between the two gunmen on the plane. Take them out one by one, then move forward and drop down at the front of the plane. Turn around to bomb the tank and pick up the two hostages.

Move up and change direction to take out the enemy on the radio tower, then dash across to avoid the first set of rising missiles. Drop down and change direction to face the missiles and take out the launcher at the bottom.

Now you can descend and pick up two more hostages. Return to base, offload, then come back to pick up the hostages on the roof of the airport building.

Dodge the next set of missiles as before, turn to face them, drop and destroy the launcher. Now pick up the remaining hostage.

If you missed the two hostages by the first missile launcher, you may have to destroy the third as before and wait for the two hostages at the far end of the airport building.

LEVEL 4
Panic Ocean

Only six hostages to rescue here and with the machine gun and the right approach, this one's a doddle!

Lift off and head straight up, keeping your eyes peeled for the bi-plane which flies overhead and drops bombs. You should come up behind it, so gun it down and head left at the top of the screen.

If you're quick enough, you should catch the second bi-plane as it disappears of the screen on the left. If not, don't worry about it, as it doesn't return.

Now turn about and drop down to the level of the guns on the ship funnel. Blow them away and move over the funnel to pick up your first three hostages. Head straight up into the air fast, then head for home as high and as fast as you can. This way, the bullets from the other enemies on both ships won't catch you.

Drop off the hostages and repeat your first flight across the screen to the other end.

Drop down to ship level, creep over the funnel, drop down to the level of the next gun and take it out. Now lift slightly and take out the next gun emplacement on the forward funnel.

Now you can pick up the four hostages on the two raised platforms and head straight up and home like before. Easy!

LEVEL 5
Breakdown Darkstar

You're in enemy territory now and the going's tough. There are seven hostages to pick up here and it's back to trusty old diagonal fire again.

Drop down through the moving gates and pick up your first three hostages immediately down and to the right. Take these home first and you haven't even come under enemy fire. So far, so good. Now comes the tricky part!

Return to the gates and drop down the shaft. Try and stay pointing to the right and make a dash to the right when the gun comes into view. If you like, you can turn round now and approach it carefully to take out each of the three guns before you continue.

Once that's done, head right along the narrow corridor. Position yourself centrally in the passage and make a dash over the first two sets of guns, firing all the time to take out as many as you can.

Drop down into the chamber to rescue the next three hostages, then rise carefully out of the chamber, facing right. Time the guns as they go off, then advance and take out the gun emplacement on the right-hand ledge. Turn around, approach the guns on the left carefully, time your attack to their missiles then blow them away.

Now you only need one more hostage and the choice of where to get them from is yours. Head left and then down, timing your approach carefully, and attack the big guns at the bottom between their volleys to succeed and pick up the hostages.

This is tricky, however, and if you've got time to spare, you could try the complicated flight to the last hostages in the top, right-hand cavern.

As before, descend to the bottom passage, but head right into the corridor without going for the big guns. Keep firing as you pass over the next set of guns, then turn around to pick them off at a more leisurely pace.

Time your trips through the volcanoes, then it's just steady handling to pick up the hostages.

On the way back, time your skip past the guns in the bottom left-hand corner, and you're away. Mission completed!!



TAZ-MANIA

On the ice level, stand on the very last iceberg and you enter a room with food, an extra life and a continue. To defeat the giant seagull, jump onto his head, exactly over the eye. Watch out for his wings and feet! Thanks to **Alison Cumiskay** of **Merseyside**. You're famous at last!!

NINJA GAIDEN

When you reach the third screen on the first level, jump into the wall on the left and hit the two white things. One of them gives bonus points, the other is an invincibility weapon.

Be careful, though. Make sure you don't get a new weapon once this is grabbed.

Alex Kirby-Smith, Roundhay, Leeds

ALISIA DRAGOON

Darren Leatherhead **from** Derby **sent in this weird tip. A lot of button pressing's to be had here, methinks!**

When the Sega logo vanishes, hold down [A] until 'Game Arts' disappears, then press [B] until 'Gainax' disappears. Next, press [C] when the message 'Music Composed By...' disappears. When the stars come out of the crystal, press Start. There'll be a sound if it's worked.

While you're playing the game press [C] on the second joypad. The screen goes black. On pad two, press these combinations to reach different levels...

[C]	Stage 1
[B]	Stage 2
[C] and [B]	Stage 3
[A]	Stage 4
[A] and [C]	Stage 5
[A] and [B]	Stage 6
[A] [B] and [C]	Stage 7
Start	Stage 8

While playing, press [A] on pad two to stop the game, then [B] to continue.

Up on pad one to maximize hit points, Left on pad one and [B] on pad two to raise the lightning level.

Right on pad one and [B] on pad two raises the monster level.

Lightning Button on pad one and [B] on pad two to power up lightning.

Monster select on pad one and [B] on pad two for immortality.

■ MICKEY MOUSE (MD)
When the Level Completed screen appears, press Start as fast as you can and you hear a noise. You now have an extra life!
Mr A Nonnymouse, Cambridge

■ ROLLING THUNDER 2 (MD)
Round 2: Near the second statue are two doors. Both have an extra life behind.
Round 8: At the start of the stage, go to the second step and press Up to gain a life.
Round 9: At the start, go far left and press Up for extra time.
Mr A Nonnymouse, Cambridge

■ MUSHA (MD)
Pause and press Up, Up, Up, Down, Down, Left, Left, Left, Right, Right, [C], [C], [B], [A]. Unpause for 20 continues!
Mr A Nonnymouse, Cambridge

■ TEDDY BOY (MS)
For a Level Select, press Up, Down, Left, Right. An options screen should appear. If it doesn't, keep trying! Now press Up once, Down nine times and button [1]. Move Left or Right to choose Levels 1 to 50.
Ian Chard, Taunton, Somerset

GAME GEAR ALLEY!

Very few Game Gear cheats land on my desk, but have a gander at this little lot...!

MICKEY MOUSE

To get extra lives, points, cans etc, race to the library level. Visit the bad guy but don't get the gem before you face him. Kill the boss and you return to the door. Repeat this, collecting all the cans and lives you can eat!

CHASE HQ

On Round 2, keep bashing into the oil barrels for an extra continue.

SONIC THE HEDGEHOG

Extra lives: On Green Hill, Act 1, there's a life hidden in the tree after the big slope. On Act 3, it's at the start. Fall off the second cliff. On the Bridge, Act 3, go left at the start. The life's just off the screen.

In the Jungle, Act 3, walk into the water. On Scrap Brain, Act 1, when you trundle through the door onto the moving platforms, the life's on the second platform.

DONALD DUCK LUCKY DIME CAPER

When you come to a bouncing pot, break it — there's a power-up inside. Collect the bonus and walk back a touch and return. The pot reappears and you can repeat the process! Stock up on lives etc.

NINJA GAIDEN

Codes Level 2: NINJA; Level 3: GIDEN; Level 4: DRGON; Level 5: SWORD

SPACE HARRIER

Codes Level 2: EAGF; Level 3: CHFA; Level 5: DGBC; Level 6: HBGA; Level 7: FBHE; Level 9: BFCH; Level 10: HGDA; Level 11 AGEC

PUT 'N' PUTTER

Codes Round 4: OBNAR; Round 7: SBQAP; Round 10: JLJKK; Round 13: JLMKH; Round 16: BLPKI

PSYCHIC WORLD

Hold Down, Up and Left on the pad and push both buttons while on the title screen. You now have a stage and sound select option.

Darren Pover, Harrow

PENGO

Hold Up and Left or Right, then press [1] and [2] and hit Start. You can now start on any level with up to seven Pengos!

Darren Pover, Harrow

RASTAN

Hold down Up and Start at the end for a continue.

I know Game Gear cheats are few and far between, but let's try and get a GG section going if we can. Send you handheld cheats to: GAME GEAR ALLEY, PITTSTOP, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Cheers!

DONALD DUCK

He's still driving a lot of MS fans quackers! Don't panic here are tips on how to defeat the bad guys from S Geiss **of** Kent.

Level 1: THE FOREST

This level's pretty simple! All you have to watch for is the series of tricky jumps.

The bear's pretty simple, just jump on his head and land on the left- or right-hand side platform and stand there until he dies.

Level 2: THE LAKES

Another easy level. Just remember to watch out for fish which try to knock you off the tortoise.

To kill the boss, stand on the right-hand platform and wait till the lion races toward you. Jump to the right and land on his head. Do this about eight times.

Level 3: THE MOUNTAINS

Easy, just be careful when speeding down the hill — more haste, Jess lives!

The boss is no problem! Just hammer the left-hand statue until it smashes, then go round and do the same to the right, or throw your frisbee in the air. Cinchy!

Level 4: TROPICAL ISLANDS

Watch out for the melting blocks. After you've completed the lava falls, take the left-hand door for a short cut.

The boss is easy. As he flies down, just jump on his head.

Level 5: DESERT

You can get loads of 1-Ups on this level by entering the bounces room.

Get the frisbee and confront the boss. Just fire the frisbee up to hit him.

Level 6: SOUTH POLE

The jumps cause problems. Be patient and wait until the wind's in your direction.

Again, get the frisbee and when the boss fires a block at you, jump and fire. When he flies at you, jump on his head.

SONIC THE HEDGEHOG

Matt Forrest from sunny Brighton's **getting fed up with seeing *Sonic* tips every month. He says he's gonna put a stop to it all and give ya the lot! Here goes...**

LEVEL SELECT: When Sonic waggles his finger, push Up, Down, Left, Right, then [A] and Start together.

STOP THE CLOCK: Up, Down, Left, Right. Start the game, but keep Start pressed. Pause, push Right and [B]. The clock stops and you're in slow motion mode!

CHANGE FORM: [C], Up–[C], Down–[C], Left–[C], Right–[A], Start.
[A] = CHANGE FORM, [B] = BACK TO SONIC, [C] = MULTIPLY

FURRY FRIENDS: When you kill Robotnik and watch him fly away, hold down [A], [B] and [C] on the finishing screen. You can now change into bunnies, penguins etc.

■ SOL FEACE (M-CD)

On the title screen, press [A], [B], [C], [A], [B], [C], [B], [C], [B], [A] then Start. If you select Config Mode, Start and MODE appear. If you go to Start, you can select a level with Left and Right. Choose MODE and the difficulty level and number of fleets can be changed. If you press Right a few times while holding [A], Muteki appears and you're invincible. You should restart, keeping [A] pressed.
Stephen Keys, Lanarkshire

DECAPATTACK

It's seems like an age since us bods reviewed this one! Paul Pryke **from** Wigan **lends a hand with the end-of-level scuzballs!**

BOSS 1: Jump over him as he runs right. Duck his hat and punch him when he runs to the centre. Stand in front of him, jump his hat.

BOSS 2: Get the magic item and go to the end. Jump over platforms, break the statues and go to the goal.

BOSS 3: When he appears, hit his head when he fires. Dodge him. When he moves, continually hit his head.

BOSS 4: Hit the shell loadsa times and dodge the mushrooms. If you get stuck, use the fireball potion.

BOSS 5: Hit him with the punch option and dodge the rocks. If things get tricky, use the extended power punch.

BOSS 6: Only hit the ape when he lifts his arms. When he leaps, dodge the balls he spits. Use the hit tactic again.

MAXDECAP: Use fireballs, but not when he splits. Dodge his fireballs (watch out — they chase you!). If you run out of balls, use extended power punch.



Tips for this ace-blaster game from TecMagik. Unfortunately, the deadhead who sent them in didn't include their name! So, if you recognise these tips, send us your details and I'll say thanks properly in a future ish! I know you come from Wellington, near Telford. Your prize is on its way!

Scoring Methods

Always shoot up the pitch when taking centre. Run straight up the pitch, pressing button [1] to chip the ball over defenders. Carry on until just inside the penalty areas. Press [2] to shoot and curl the shot right or left. Nine times out of ten, the shot goes in the back of the net.

Alternatively, run diagonally into the penalty area, where the vertical and horizontal lines meet, and carry on until you see the lines of the goal area. Press button [2] to shoot. Curl in the direction you're running.

Corners

Don't place the crosshairs over your players, they only indicate where the ball bounces.

Scoring's difficult. As a rough guide, try and get your players to run in when the ball's midway through the penalty area. Shoot first time and take a chance. Nine times out of ten, you'll miss, unless you pass inside the area VERY quickly.

To do this, face the required player and press [1]. After passing (if you manage to do so), shoot. This is the only chance you get.

Penalties

When shooting, go for the hard, high shots. Don't use the Lee Chapman (weak) shot! Chapman shots give the keeper more time to react

It's difficult to save penalties, but against some of the weaker teams, three or four shots out of five go in exactly the same place. For high shots, press Left, Right or Up and button [1] to activate. For low shots, Down/Left or Down/Right and [1].

GENERAL TIPS

Control Hints

1. Don't try and dribble the ball from defence, clear it! This reduces the chances of the opposition tackling you and scoring.

2. If you find yourself being left behind by the opposition, hold button [2] to activate 'sprint mode'. Release button [2] just before you tackle.

3. When defending a corner, try moving your nearest man to the corner, arc away, forward and press [1] to try and head the ball.

4. Don't expect useless shots to go in. As in the real game, only good shots go in the back of the net!

5. If you lose to the Faroe Islands, don't chuck your MS out the window! You're just useless, that's all!

Formation

The 4-3-3 formation's best as you have ample defence and ideal midfield striker formation.

If you find your team under heavy pressure, go for the 5-3-2 formation. Revert to the 4-3-3 as soon as possible.

Referees

The strictest ref is Michek, the slackest is Hemming. Neither referee is much cop.

The best is probably Mangum, as he plays advantages but gives free kicks.

Game Length

The best length is three minutes in each half. As long as you score first, it gives the opposition less time to come back.

For a big win (hopefully), go for five minutes each half. Eight and ten minutes soon get monotonous,–you'll want to switch off!

CHOPLIFTER

Ian Chard **from** Taunton **in** Somerset **reckons people who can't complete games are sad and lonely! Here are some hints and tips from the local yokel himself!**

For a **level select**, press Up, Down, Left and Right on the title screen, then Up, Down, Left and Right on the Player Select screen.

To make the men **run faster**, you need to get a Super Man. To do this, either shoot the helipods as they're about to pop out or shoot the base doors *after* you've collected the 16 hostages within.

On Levels 3 and 6, shoot the **ground cannons** by moving forward very low and landing. Go up and shoot them. Always enter the caves backwards and try and get the third hostage base first, because when you've more than 20 hostages there are more of those flying thingies!

On all other levels, fly along the top of the screen and shoot as many guns as possible. This way you get to know what you're up against!



ASTERIX

COMPLETE SOLUTION Part Three

Asterix 3-1: Snow joke, folks! This time the little gaul gets up to some serious Arctic antics! These few levels are fairly simple. Just study the maps and you won't go far wrong.

Head off to the right until you reach the solid ice wall. Zigzag down to the pot and pick up the potion. Get rid of the Romans along the way and try not to get hit by the snowballs!

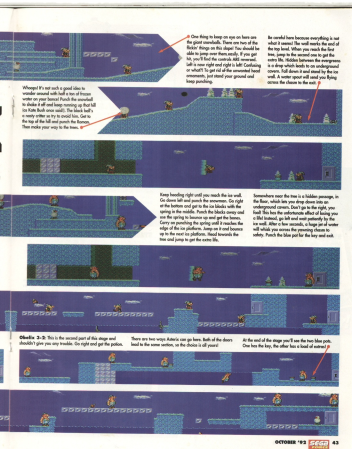
Obelix 3-1: This level sees our chubby chum wandering across a freezing fjord! The level's almost identical to Asterix's but there are a few bonus items to pick up.

Go right and dodge the snowball and 'orrid black thing! Stand on the single ice block and use Obelix's head to smash the blocks above. Jump up and avoid the next large snowball.

Asterix 3-2: This is a straight level. Just keep Asterix going right and punching anything that gets in your way.

Punch the blue pot here and pick up the potion. Use it to melt through the ice blocks on the left, then swim under.

As you make your way across the ice blocks, swordfish will appear. Simply jump over them to avoid damage.



One thing to keep an eye on here are the giant snowballs. There are two of the flickin' things on this slope! You should be able to jump over them easily. If you get hit, you'll find the controls ARE reversed. Left is now right and right is left! Confusing or what?! To get rid of the unwanted head ornaments, just stand your ground and keep punching.

Be careful here because everything is not what it seems! The wall marks the end of the top level. When you reach the first tree, jump to the second one to get the extra life. Hidden between the evergreens is a drop which leads to an underground cavern. Fall down it and stand by the ice wall. A water spout will send you flying across the chasm to the exit.

Whoops! It's not such a good idea to wander around with half a ton of frozen water on your bonce! Punch the snowball to shake it off and keep running up that hill (as Kate Bush once said!). The black ball's a nasty critter so try to avoid him. Get to the top of the hill and punch the Roman. Then make your way to the trees.

Keep heading right until you reach the ice wall. Go down left and punch the snowman. Go right at the bottom and get to the ice blocks with the spring in the middle. Punch the blocks away and use the spring to bounce up and get the bones. Carry on punching the spring until it reaches the edge of the ice platform. Jump on it and bounce up to the next ice platform. Head towards the tree and jump to get the extra life.

Somewhere near the tree is a hidden passage, in the floor, which lets you drop down into an underground cavern. Don't go to the right, you fool! This has the unfortunate effect of losing you a life! Instead, go left and wait patiently by the ice wall. After a few seconds, a huge jet of water will whisk you across the yawning chasm to safety. Punch the blue pot for the key and exit.

Obelix 3-2: This is the second part of this stage and shouldn't give you any trouble. Go right and get the potion.

There are two ways Asterix can go here. Both of the doors lead to the same section, so the choice is all yours!

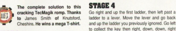
At the end of the stage you'll see the two blue pots. One has the key, the other has a load of extras!

SHADOW OF THE BEAST

The complete solution to this cracking TecMagik romp. Thanks to James Smith of Knutsford, Cheshire. He wins a mega T-shirt.

STAGE 1

At the start of the game, stroll left past the Home sign and punch the rock pile to collect the key. Go back to the Home sign and select the key to go inside.



STAGE 2

When you get inside, watch out for the flame which moves across the floor. Go right, down, left, down, right, down, left and down.

Walk left to collect a Long Jump potion from the chest, then walk down the ladder and jump to the left to get an Extra Life potion. Quickly leap back and move right, down, left and jump off the platform.

Continue left, jump the gap and you find the guardian. Punch the blue ball he holds while avoiding the flame. After defeating him you receive the plasma bolt punch.

STAGE 3

Walk right a little bit and drop down. You get the round yellow key. Go right and get the Energy potion, then drop down the gap.

Avoid the spikes while running right as far as possible. Go up, right, up, right, up, left, up, left, up, left and up. Then go right to come face to face with the skeleton.

There's no special way to defeat this guardian, just zap him as quickly as possible.

STAGE 4

Go right and up the first ladder, then left past a ladder to a lever. Move the lever and go back and up the ladder you previously ignored. Go left to collect the key then right, down, down, right and finally down.



STAGE 5

Run right, up, and right, minding out for the snail. Go down all the way then move left — remember to jump over the slime.

Down, right, down, right, down, right, down, left, down, left, down, left, up, left, down, left and finally up. Collect the green key to the right.



STAGE 6

Go back left and down the ladder, right a bit and down again. Guide the beast right, avoiding the obstacles until you reach the guardian.

Defeat him by punching the horn on the lower head while avoiding the flames. Once you dispose of him, move right and select the yellow key to enter the well.

STAGE 7

Climb up the well and you find yourself just to the right of the start position. This time you have the key to the castle so guide the beast to the right — punch rocks as you go. Make sure you get a torch so you can see inside the castle.

When you reach King Gargoyle, the beast takes you to the outside of the castle. Select the square white key to enter. Remember to pick up the egg, used later on.

STAGE 8

Guide the beast left a little bit then up, right, down, right and up all the way. Move left and drop down all the way. Remember to use the white Invulnerability potion.

Go left and up then all the way right to pick up the spanner. Go back ignoring the first ladder down but go down the next. Move right, down and left to collect a key. Go right and fall down (mind the swords).

Left, down, right, down and left to the chest with 'BLASTER' on it. Select this and you have a new weapon. Go right to the force field and select the spanner.

STAGE 9

At the start of the level, guide the beast up, left, down, left and up. You should recognise your position — it's where you entered the castle!

Go right, down and left to pick up the High Jump potion, then down and right. To kill the monster, select the potion and shoot it in the eye many times.

Afterwards, go to the right. Go to the chest and select the mask and jetpack then the round white key to enter the caves.

STAGE 10

Be careful now, you're almost there! Fly right, hitting the slime on the floor as you go. You should find the egg the King wanted.

At the far right you meet a monster. Shoot its mouth to proceed. You're taken back to the castle, where the crucifix in the gravestone signals the King to take you back.

Go right to the King and he lets you pass. Carry on right, kick the gravestones as you go. You should reach a giant's foot and a club.

Hit the foot while avoiding the club and he should die. That's it — Game Over! Finis!



■ **EARNEST EVANS (M-CD)**
Get to Stage 6 and climb the wall on the left. When you reach the top, the screen goes black. You're warped to the final boss. You can skip to any level, too. To Pause the game, press Start, then Up, [A], Down, [B], Left, [A], [B] and Start. Execute this slowly to make it work.
Stephen Keys, Lanarkshire, Scotland

■ **NOSTALGIA (M-CD)**
If you manage to kill the end-of-level guardian without losing any energy, you get a million points!
Stephen Keys, Lanarkshire, Scotland

■ **STRIDER (MS)**
Turn on your MS, but keep buttons [1] and [2] pressed as you do so. Press any direction on the joypad and you're taken to a new level. Try different directions for different levels.
Ross Marshall, East Finchley, London

■ **VIGILANTE (MS)**
Our cheat in TIPS FORCE didn't work, as David Caton from Stoke-on-Trent points out. Keep holding the diagonal Up/Left then press [1] and [2] at the same time.
David Caton Stoke-on-Trent.







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Asterix 3-3: There are loads of ways to die on this level so watch your step! On the first part of the building you must ride a platform all the way to the exit. Take care not to get squashed by the spikes and remember to get off the platform before it drops away. Take your time on this section. Wait for the moving platforms to catch up before trying ride 'em.

Go right and land on this first platform. Stay on it as it starts to move off and try to position Asterix on the far left-hand side of it. You must do this or have a faceful of spikes! As the platform goes up, wait till it gets to the next screen and go left. Quickly get back on the platform and ride it up to the next part. Start to go right and hop on the solid block while you wait for the mini block to catch up with you.

Stay on the two platforms until they reach the second solid block. Jump on it then off right, to land back on the single block. It eventually meets up with two more blocks — you'll need some nifty footwork to get you onto the platform with the three gold coins. The mini block passes underneath so get ready to drop down.

The last door will take you here. There are two ways to go, but the safest route is to head off to the right. If you're feeling a bit sadistic though, you can guide Asterix onto the platform. Whack the Roman first then ride the platform down. Jump off to the left onto the next platform. It starts to drop. Wait for it to nearly drop into the mud then leap off to the right quickly or sink into the sticky mud!

The door takes you to the next section but don't be in such a hurry! Keep going right and jump up to get yourself an extra little something!

Going out of the door in the first section takes you to this short level. Asterix can't go up through the grey blocks so don't waste your time trying it, you fool!

Instead, run right then duck down to slide under the gap in the wall. It takes a bit of practice but it's the only way out, folks! Carry on right and jump over the spikes.

Obelix 3-3: The inside of the building's identical to Asterix's but our pudgy friend has to take a different route. As before, land on the platform and position Obelix on the left-hand side.

Stay on the platform as it moves off but get ready. When the blocks start to rise and reach the screen above, walk off to the left or get flattened! Jump back onto the block and let it take you up.

Step off right and jump onto the solid green block. Wait for the two blocks to catch up then land on them. Let them take you to the next solid block, where you must leap off again. Time all of these leaps properly or you'll plummet!

ASTERIX

Lee Goudie of **County Tyrone, Northern Ireland** has a little tip our man Mat missed out.

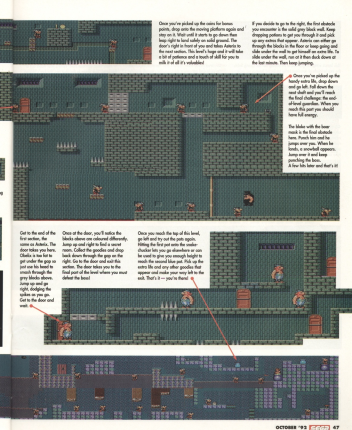
Round 1-1 OBELIX: There's a secret room. When you come to the first chimney, go down but don't jump off the platform. Instead, when it falls, walk right and you go through the wall into the room!

Thanks, Lee. I'll let Mat know!

Asterix 4-1: There are loads of extras to gain and bonus rooms to find. Start by going right and dodging the bloke chucking the snakes. Bounce off his head and keep going right. If you get stuck in the mud, just keep jumping to get out of it.

Watch out for the barbarians in the pots as they chuck vipers at you! Jump onto the platform above to get a potion and some goodies. Head right again and avoid the next pot. Reach the blue pot and you can reach hidden bonus rooms!

Hitting the blue pot onto a certain spot enables you to travel to other rooms. Practice with this and get loads of extras. Drop down through the mud and go right. Keep running right to avoid the hot mud and jump at the last second to reach blessed safety.



Once you've picked up the coins for bonus points, drop onto the moving platform again and stay on it. Wait until it starts to go down then leap right to land safely on solid ground. The door's right in front of you and takes Asterix to the next section. This level's huge and it will take a bit of patience and a touch of skill for you to milk it of all it's valuables!

If you decide to go to the right, the first obstacle you encounter is the solid grey block wall. Keep dropping potions to get you through it and pick up any extras that appear. Asterix can either go through the blocks in the floor or keep going and slide under the wall to get himself an extra life. To slide under the wall, run at it then duck down at the last minute. Then keep jumping.

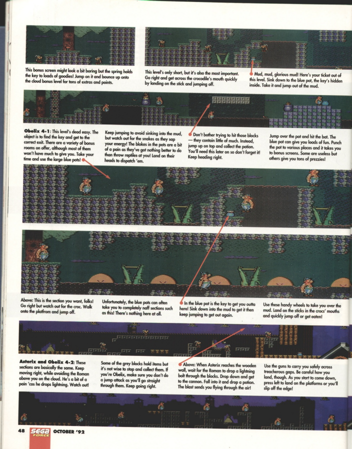
Once you've picked up the handy extra life, drop down and go left. Fall down the next shaft and you'll reach the final challenge: the end-of-level guardian. When you reach this part you should have full energy.

The bloke with the boar mask is the final obstacle here. Punch him and he jumps over you. When he lands, a snowball appears. Jump over it and keep punching the boss. A few hits later and that's it!

Get to the end of the first section, the same as Asterix. The door takes you here. Obelix is too fat to get under the gap so just use his head to smash through the grey blocks above. Jump up and go right, dodging the spikes as you go. Get to the door and wait.

Once at the door, you'll notice the blocks above are coloured differently. Jump up and right to find a secret room. Collect the goodies and drop back down through the gap on the right. Go to the door and exit this section. The door takes you to the final part of the level where you must defeat the boss!

Once you reach the top of this level, go left and try out the pots again. Hitting the first pot onto the snake-chucker lets you go elsewhere or can be used to give you enough height to reach the second blue pot. Pick up the extra life and any other goodies that appear and make your way left to the exit. That's it — you're there!



This bonus screen might look a bit boring but the spring holds the key to loads of goodies! Jump on it and bounce up onto the cloud bonus level for tons of extras and points.

This level's only short, but it's also the most important. Go right and get across the crocodile's mouth quickly by landing on the stick and jumping off.

Mud, mud, glorious mud! Here's your ticket out of this level. Sink down to the blue pot, the key's hidden inside. Take it and jump out of the mud.

Obelix 4-1: This level's dead easy. The object is to find the key and get to the correct exit. There are a variety of bonus rooms on offer, although most of them won't have much to give you. Take your time and use the large blue pots!

Keep jumping to avoid sinking into the mud, but watch out for the snakes as they sap your energy! The blokes in the pots are a bit of a pain as they've got nothing better to do than throw reptiles at you! Land on their heads to dispatch 'em.

Don't bother trying to hit those blocks — they contain little of much. Instead, jump up on top and collect the potion. You'll need this later on so don't forget it! Keep heading right.

Jump over the pot and hit the bat. The blue pot can give you loads of fun. Punch the pot to various places and it takes you to bonus screens. Some are useless but others give you tons of prezzies!

Above: This is the section you want, folks! Go right but watch out for the croc. Walk onto the platfrom and jump off.

Unfortunately, the blue pots can often take you to completely naff sections such as this! There's nothing here at all.

In the blue pot is the key to get you outta here! Sink down into the mud to get it then keep jumping to get out again.

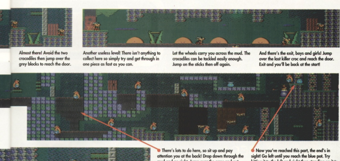
Use these handy wheels to take you over the mud. Land on the sticks in the crocs' mouths and quickly jump off or get eaten!

Asterix and Obelix 4-2: These sections are basically the same. Keep moving right, while avoiding the Roman above you on the cloud. He's a bit of a pain 'cos he drops lightning. Watch out!

Some of the grey blocks hold items but it's not wise to stop and collect them. If you're Obelix, make sure you don't do a jump attack as you'll go straight through them. Keep going right.

Above: When Asterix reaches the wooden wall, wait for the Roman to drop a lightning bolt through the blocks. Drop down and get to the cannon. Fall into it and drop a potion. The blast sends you flying through the air!

Use the guns to carry you safely across treacherous gaps. Be careful how you land, though. As you start to come down, press left to land on the platforms or you'll slip off the edge!



Almost there! Avoid the two crocodiles then jump over the grey blocks to reach the door.

Another useless level! There isn't anything to collect here so simply try and get through in one piece as fast as you can.

Let the wheels carry you across the mud. The crocodiles can be tackled easily enough. Jump on the sticks then off again.

And there's the exit, boys and girls! Jump over the last killer croc and reach the door. Exit and you'll be back at the start!

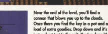
There's lots to do here, so sit up and pay attention you at the back! Drop down through the mud and go right. Jump over the gaps and get ready to sprint! As the hot mud starts to fall down on you, keep running right and you'll stay just ahead of it. Leap over the last gap to safety. Smash the blocks, jump on the green platform and go through the door. Use the spring to bounce up to the next part.

Now you've reached this part, the end's in sight! Go left until you reach the blue pot. Try hitting it to the left and right then standing on it to enter bonus levels. A neat tip is to whack it on top of the guy in the pot. This takes you to a handy screen! The rest of the top level is easy. Watch out for the snakes and make sure you don't fall too far into the mud. Drop down the last muddy part to get the extra life.

Just two crocs to dodge here, so take your time! Get past them and use the green platform to jump over the grey blocks and reach the exit. Take the key and find the door.

Strewth! Looks like the end of the road as far as the PITTSTOP's concerned this ish! If you've sent in tips and they haven't appeared — fret not — there's always next month. Whatever you do, don't stop tipping! More maps and GG cheats, please. Don't forget that all-important address: PITTSTOP, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Same time, same place, next month!

You've almost finished this part! There's one more crocodile to avoid but it shouldn't give you too much hassle. Jump over him and reach the door. This takes you back to the start screen.



Near the end of the level, you'll find a cannon that blows you up to the clouds. Once there you find the key in a pot and a load of extra goodies. Drop down and it's just a short trot to the exit. You've done it!


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nd half in next month's SEGA FORCE



Watch your speed on Level Four. Those walls at the top and bottom of the tunnel are lethal and the opposition's none too friendly either!

PICK THE POWER

Lasers: This is the weapon to cause the most damage to the mutoid, alien scum. If you see it, go for it! Especially if you've got two outrunners!

Twin: Not quite as powerful as the laser guns, but they can cause havoc on a concentrated scale. A good second choice against attack!

Spred: A good defence against all-round attack. These guns spray the area effectively, but aren't as powerful as the top two choices.

Saber: Excellent for close-up defence in the form of two pink light-sticks. If you want to take out distant enemies, though, forget it and try another gun!

Bound: These rebounding green balls are ideal for cutting up aliens in confined spaces. Use them in the tunnels to clean up nicely.

Burner: Again, only effective over short distances, but these handy flame-throwers can still do untold damage to unwanted assailants!

GLEY LAN

We know the Japanese have problems pronouncing their 'R's, but this is ridiculous! Still, no need to worry soon — the world's gonna be blown to smithereens again. What a gley day!

Well, what d'ya know, planet Earth's under attack yet again! Not, would you believe, by a new deeley-bopper craze, but a gang of marauding space beings.

They look and have the same manners as those beloved Klingon folk and the scenario's been lifted out of a good old *Star Trek* movie! A Captain Kirk lookalike sits on deck spouting orders as his ship's surrounded by the enemy. As intro sequences go, this one's a long un'.

The only person they can possibly send into the wide black yonder is a wee girlie just out of junior school! It's her job to save the world and make sure nothing like this ever happens again! (But we all know it *will*, in the next shoot-'em-up!). The job's not an easy one. There are loadsa levels to race through. Perhaps someone who doesn't know her 13 times table ain't up to it?!

Help this young maiden in her quest for freedom. Take control of the ship and zap everything in this horizontally-scrolling blaster. Choose a weapon from the Mover section to use throughout the game; other power-ups and ammo are collected en route.

Watch as the bad guys zoom in from behind and spit fireballs! Negotiate mazes and hazardous countryside! If things get tricky, adjust your speed. Slow down a little!

But, at the end of the day, it's up to you. Go hell for leather and hope for the best, or use first gear and take it easy! Come on, your friends are rooting for ya!

SEGA FORCE

Mat muses... *'IMPRESSIVE SCREENS... ABOVE AVERAGE!'*

Gley Lancer's a helluva lot tougher than *MUSHA*, basically because it's more involved. There are loads more things that *can* go wrong — and usually do! Having said that, I'm a little suspicious of the infinite continues option. It may make the whole thing a little easy to complete.

On many games, select Hard mode and you don't notice much of a difference. On *Gley Lancer*, the difference is pretty damn obvious! The number of bad guys double, they spew far more fireballs and race across the screen as if their rear ends are on fire!

Visually, *GL*'s above average, with some good scrolling and well-detailed end-of-level guardians. Sound is varied, tunes change when you come face to face with the big beggars! The scenario screens are impressive — if ya can read Japanese! Weird really, 'coz the speech is all in English!

I rate *Gley Lancer* as one of the better shoot-'em-ups. The fast and furious action makes for a bloody good blast! **MAT 78%**

The action's hard and fast all the way from Level 1. Watch out for the power-up droids as they appear on screen. Shoot them and pick up your outriders, or choose which weapons you want to use. Now go burn alien ass!



WHO'S THE BOSS?

Level 1: Dodge the debris, shoot off the tentacles bit by bit, then gun for the front shield. Not too tricky, but watch that space junk!

Level 2: Watch the missile as it emerges from the water! Avoid the crawler arm and watch out for the glowing dots. Fairly easy!

Level 3: Shoot the mutant ant off the ceiling by destroying the head, then dodge the missiles to finish off the body down below.

Level 4: The corridor's closing in on you, so keep firing at the missile launchers as they appear and hope you finish it off fast!

Level 5: Shoot the top off first and avoid the laser beams. Then dodge the photon bombs to destroy the very tough core ship!

Level 6: Just keep firing at this tough bleeder! Shoot the front shield off, dodge the firepower coming towards you, then finish it off.

Level 7: Blast away at the steel–jawed worm and destroy the blocks to clear the screen. Then it's just you and the worm! Are you quick enough?

Level 8: The Kali goddess is one of the hardest guardians! Watch her divide and fire photon missiles. Keep dodging and firing to succeed.

Level 9: The mid–leveller's tough. It jumps 4 times, slides twice then repeats. Keep firing and dodge the missiles to get ahead.

Level 9: Destroy the force shield and the gun emplacements to reach the inner core, then blast like hell to finish it off and move on.

Level 10: Not so bad! Keep circling it and hit it with everything your two outrunners can give. Blast it and you rejoin your space cruisers!

Level 11: The big bugbear! Shoot it, dodge the flames, destroy the shell twice then blow away the spheres to complete your long mission!

Ade yells... *'SLICK SHOOT-'EM-UP... TOUGH IN PLACES!'*

Ahem! Later on in this tome, you'll find a scathing comment from yours truly on the subject of shoot-'em-ups. Shows folk are as changeable as the weather 'coz I actually like *Gley Lancer*!

It's a game with several variations on each level. Some stages are just horizontally-scrolling affairs, others scroll vertically in places. There are mid-level guardians at one point and mazes to negotiate on Round 4.

GL isn't graphically spectacular. Some of the bosses are decent and there are a few pretty backdrops, but that's about it.

The Mover Select option's great. The Search facility's definitely the best by far. Two mini-ships help you out when the going gets tough. I like the multitude of power-ups you grab en route — some are real mean mothers! Make sure you push the sabre to the limit!

Tunes throughout are nowt to be sniffed at. They're pretty punchy and add urgency to your task. The speech is a little dodgy, mind. The poor beggar sounds like he's gargled with razor blades!

Grey Lancer's a slick shoot-'em-up and pretty tough in places. It has a high playability factor so who's complaining?!

ADE 81%

Above: Don't sit admiring the brilliant backdrops for too long! The levels may start steadily enough, but if you don't keep up with the action, the screen soon fills up and leaves you in a pretty tight corner!

Plan your route through the blocked maze carefully, then blastt at it!

Time your path through the laser shields on Level 6 carefully, or you could end up receiving a nasty shock! Look out for the bonus ship here!

Level 2 sees action above and below the waterline. Look out for nasties creeping up behind and pick Search Mode for your wepons for best results!

- PRODUCER: NCS
- MD: IMPORT • MS: N/A
- MEMORY: 512K
- PLAYERS: 1 • PRICE: £39.99

SF Rating

82% PRESENTATION
- Long intro sequence in Japanese. Still pretty slick, though. Infinite continues

78% VISUALS
- Not wonderful but suit the game well. Colourful guardians and detailed sprites

73% SONICS
- Plenty of good, atmospheric tunes. Rough speech warns of oncoming dangers

77% PLAYABILITY
- Tough in places, Mover Select option's a nice idea. Plenty of power-ups

70% LASTABILITY
- It's tough but not that tough! Choose Hard level if you're not a wimp!

79% FORCE
- Nothing original but a rip-roarin' blast nevertheless

'We fly through the air with the greatest of ease...!' Holy thunder! Those SEGA FORCE Deadheads are at it again! Yet more mutoid-mashing and baddie-blasting...

The Styx fighter, star of the *Thunder Force* series of games, has had a complete overhaul. And just in time, too, 'coz (yep, you guessed it!) that most annoyingly evil alien empire has reared its ugly head *again*, ready to launch the most devastating attack on Earth, ever. How unusual (yawn!).

To give you a snowball in hell's chance of defeating the Lone Empire, the Galaxy Union have remodelled the old Styx fighter, which had a worrying habit of disintegrating when faced with a laser beam up the jacksy (don't we all, eh?!).

Not so with the brand spankin' Mega-Giga, Hyper-Terra, Warpdriven Alien-busting, Easy-Peasy Japanesey THUNDER FORCE MARK IV!! Try saying that quickly after 12 pints and a curry!

Thunder Force IV follows on, unsurprisingly, from the other three. The first could only be found in the arcades (long before the Mega Drive was born!) but thankfully *TF II was* converted from the arcades, an eight-way scroller where weapon changes had to be dead fast to keep up with those wonderful aliens.

Thunder Force III was a little less ground-breaking, in that it had the conventional horizontal scrolling only, but still a pretty cool MD blaster.

Now there's *Thunder Force IV*, which combines the best features from the previous three games and aims to be blindingly good. Well, we'll see...

SEGA FORCE

MEAN MUTHAS

Ratt Carry: This is one mean end-of-level mother! Dodge the photon torpedos and aim for the cannons to have any effect!

Daser: The mid-level guardian's a right pain in the ass! Watch out for the 'headphones' shooting across the screen and wait for it to pass!

Fomalhaut: The spinning outriders can do you much harm. Take them out, watch for new arrivals and then go for the core when it's clear.

Ruin: The mid-level baddies are pretty tough, but can be destroyed. Use Seek missiles to close in on it and keep blasting to finish 'em off!

Hell Arm: Ring phasers, missiles and photons! This one sure chucks it all at ya! Dodge the moving arms and go for the gun emplacements!

Strite: The mid-level worm sneaks up on you from below. Trace it with backward fire first, then switch to double guns for best effect

Strite: Use backward fire to take out the chunks of this scumbag. Destroy it and you're on to the dubious delights of the Gargoylediver!

MEGA DRIVE md **Reviewed!**

THUND









Don't get caught in the crossfire in Air Raid! Those little cross hairs may look harmless enough, but if they home in on you and get your range...Booom! You're out of the game. Just keep ducking and diving and you should clear them easily enough!

If you're looking for high speed blast action, Ruin's the place to come. With homing missiles on your tail, droids blocking your escape routes and phaser launchers attacking from the front, this is no place for the fainthearted. If you've got Free Way missiles in your weapon rack, use them!

The depth of the battle zones here is amazing. If you don't scout around first, you could find yourself missing out on all the action down below!

Will cries... 'NO PUSHOVER!'

Wow! The graphics! Loadsa levels of beautiful parallax, mellow pastel shades, the metallic greys and blues of spacecraft... everything!

But graphics alone doth not a great game make. However, they *are* a nice finishing touch, and *Thunder Force IV* is full of 'em (nice touches, that is!). Tecno Soft have simplified the options screen from the previous games, so you can select the order in which levels are tackled at the touch of a button, then set your speed down to the last percent, difficulty, engine power and ship stock.

The concept's nothing new (think 'Our-type of game'!). But *TF IV* scrolls horizontally and has a play area three screens high, so you can scroll up and down, too. Cor!

Mark my words, this game's no pushover. It's very similar to the first three (very similar *indeed*) and very, very tough. You get 20 continues, but start at the beginning of the level each time you use one. There are the obligatory end guardians — these guys take *no* messin' off anyone, especially YOU!

The sounds are lovely, and the graphics... well, the graphics! How can I put it? They're about the best you'll find on an MD shoot-'em-up, anywhere.

The action's fast 'n' furious, the graphics are gorgeous (Nuff said!! —Ed) and the sound's kickin'. Buy it. **WILL 87%**

...ER FORCE IV

FORCE CONTROL

- (+) 8-way scrolling allows you to explore every inch of the screen space using the D-pad. Don't let the backdrops boggle your eyes, though
- (A) Similar to Gley Lancer, this one adjusts your speed as you career towards the enemy. Don't go too fast for your own good
- (B) Controls your weapon firing. With outriders and Blade weapons installed, just watch the screen explode into colour
- (C) Swaps around the weapon in use, taken from the storage rack at the top of the screen. Use it wisely to match weapon to enemy

Taking on Hell Arm's just another one of your occupational hazards. If the ring bombs don't get you, then the missiles probably will! Hang on in there, though, this mother's not invincible and the explosion when it goes is well worth the effort!

Ade roars... *'A BARNSTORMING SHOOT-'EM-UP!'*

My faith in shoot-'em-ups has been completely restored! There are plenty of the damn things this issue but *Thunder Force IV* knocks spots off the rest! Comparisons will be made between this and other blasters in the future. I know it sounds corny, but from the moment you switch on, you're hooked!

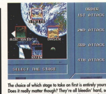
You can choose different starting points; a great inclusion. The overall playing area's huge! Move right to the top or bottom of the screen and you notice enemies you never even knew were there! The number of extra weapons and power-ups is phenomenal. You need 'em — it's bloody tough! The 'Claw' droids are a big help, so grab 'em while you can, and the 'Hunter' device is a must. Visually, *Thunderforce IV*'s stunning. These are some of the best graphics I've seen in a shoot-'em-up. All sprites are colourful and beautifully detailed. As for the backdrops... well, you'll be amazed!

Sound, too, can't be faulted. There are some real funky Japanese backing tracks and sound FX are among the best you'll hear.

Just one minor niggle: during battle with some of the big bad guys, action slows down a touch. Nevertheless, this doesn't detract too much from overall gameplay.

This is by far the best *Thunderforce* game. What more can I say than it's a barnstorming shoot-'em-up! Yes sireeee!

ADE 88%



The choice of which stage to take on first is entirely yours. Does it really matter though? They're all bleedin' hard, so pick which one you think look nicest and be amazed as the alien scum takes you apart! This one's tough!



The early stages of Daser are plagued by sandstorms. Don't worry, you won't get sand in your eyes, but it does confuse things a little when picking out enemies!

That's better! Things have cleared up a bit now, but don't think the aliens are gonna let up any! Without sandstorms, you can pick them out, but they can see you too!

EN-FORCERS

Backshot: Very handy for taking care of the sneaky scumbags that come at you from behind. Use with power-ups for best effects.

Blade: Very effective frontal assault weapons. When used with outriders, picking off the enemy becomes a doddle. Very juicy!

Claws: Smart outrider weapons that multiply your power-ups and allow you to do even more damage left, right and centre.

Free Way: There's no telling where these missiles are going, but if you don't know, nor does the enemy! Wicked weaponry.

Hunter: Like heat-seeking missiles, these photon bombs will home in on whatever's on the screen. Useful for multiple attacks by the enemy!

Rail Gun: A backward firing laser beam that takes care of enemies from behind. Just the thing for the mid-level guardians in Strite.

Snake: While you take care of what's ahead of you, the Snake bombs drop out top and bottom to stop enemies closing in too quickly.

Shield: Get one of these and it's your lucky day! There aren't many breathing spaces in this game, but the shield sure helps!

Speaking of tough, the good thing is you've got plenty of continues to play around with. Just as well when you consider the high standard of the gameplay. This one's addictive, so be prepared for some late nights!

SF Rating

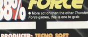
85% PRESENTATION
● Demo screen, continues, stage select screen and high score table

89% VISUALS
● Awe-inspiring backdrops, well animated, beautifully detailed sprites. In a word — stunning!

84% SONICS
● Great blasting noises and atmospheric spot FX. Good foot-stompin' theme tunes!

82% PLAYABILITY
● You'll be hooked from the start. A tough game, slows down a little in places

86% LASTABILITY
● With seven stages and three skill levels, you'll be playing for some time. Incredibly addictive



88% FORCE
● More action than the other *Thunder Force* games, this is one to grab

● PRODUCER: TECNO SOFT
● MD: IMPORT ● MS: N/A
● MEMORY: 512K
● PLAYERS: 1 ● PRICE: £39.99





DAVID RO

SUPREME COURT

Whistling 'Sweet Georgia Brown', the SF team saunter from the dressing room, ready for anything... Until they see the size of the opposition!

David Robinson's about the biggest basketball star in the USA. Perhaps not in terms of fame and fortune — not with Jordan, Bird and Johnson in the limelight — but certainly in physical size. He be as big as the side of an 'ouse, he be!

To suit his stature, his game's got plenty of options: Three or five men a side, various lengths of quarter, music, FX or both, even decide on an instant flip-screen or fade out when the players move from one half of the court to the other! Oh, and tournament or exhibition matches.

The court's viewed from a seat high in the grandstand. It's a pretty good view, until you get halfway down the court, when the screen goes black for a moment. When the picture returns it's magically flipped by 45 degrees.

Block the ball, manually change onscreen players with [C], and go for a steal! Dribble and slam-dunk or shoot from a distance to rack up the points! Or act very silly, play up to the crowd and *still* win if you fancy leading a modern-day Harlem Globetrotters!

Win, lose or draw, never be downhearted. It's only a game, so dribble on! **SEGA FORCE**





FORCE CONTROL

- **+** Moves your selected player around the court wherever you like. Watch out for the court crossover point, as all the lights go out
- **A** Passes the ball between players in offensive mode and changes players for when you need to do a spot of hasty defending
- **B** Try this one for a pot at the basket in offensive and use it do block the opposition onslaught when you're on the retreat
- **C** This is your last resort to stop the other guys scoring. Leap up, with your arms in the air and try to stop that ball going in

The guys in the commentary box always know best. Or do they? Take in the tactic talks between halves but don't believe everything they say. Whatever their opinion is, the moves might work out on the real court, but here on the small screen your game's a little limited.



Just like the real thing, you get more points for scoring outside of the defence zone. Don't try to be too ambitious though, 'coz when you lose possession, the opposition's quick to get into your own half and cause problems. Move the ball around and work your way towards the basket and, if you want to be sure of a score, get in close. OK, so you don't the extra point, but you're still in the game.

THE SUPREMOS

SUBSTITUTE BENCH INFORMATION
NEW YORK
- GOOD REBOUNDS & BALL CONTROL
- GENERAL LACK OF SPEED
- BEST AGAINST SLOW OFFENSES

NY's not the best option on the menu, but despite slowness and lack of skill, they still pull surprises.

SUBSTITUTE BENCH INFORMATION
CHICAGO
ALL MEN HAVE HOT SHOOTING
DEFENSE IS THE MISSING LINK
GOOD FOR QUICK SCORING

Chicago's your team for the lightning break out of defence. Trouble is, they ain't got a defence!

SUBSTITUTE BENCH INFORMATION
DETROIT
LOADED WITH FAST RUNNERS
FOULING ALWAYS PLAGUES THEM
BEST ON FAST BREAKS

Again, Detroit's got some hot runners, but be careful when you take them on – they play dirty!

SUBSTITUTE BENCH INFORMATION
L.A.
TENACIOUS DEFENSIVE PRESSURE
LIMITED OFFENSIVE FIREPOWER
EFFECTIVE WHEN TEAM IS AHEAD

LA's your team for a strong defensive line. Once they're ahead, they're difficult to crack!



There are endless fouls in basketball, most of them for weird and wonderful reasons, so read the manual closely before you step out for the game. If you don't, you could end up giving away plenty of points to the opposition without ever knowing why! Watch your step and play wisely!

Ade smiles... 'NO PROBS!'

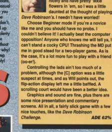
The only thing I know about baskets is they hang very nicely and have pretty 'ickle flowers in 'em, so I was a little daunted at the thought of playing *Dave Robinson's*. I needn't have worried!

Choose Beginner mode if you're a novice like me and you should have no probs. I couldn't believe it! I actually beat the computer opposition! Anyone who knows me will tell ya, I can't stand a cocky CPU! Thrashing the MD put me in good stead for a two-player game. As is the case, it's a lot more fun to play with a friend (oo-er!).

Controlling the lads ain't too much of a problem, although the [C] option was a little suspect at times, and as Will points out, the flip-action display left me a little baffled. A scrolling court would have been a better idea.

Graphics and sound are fine, plus there are some nice presentation and commentary screens. All in all, a fairly slick game with a few nice touches, like the *Dave Robinson Challenge*. **ADE 62%**

ROBINSON'S



Watch for the block attempts from the defence when you go for points!

Keep a close check on your player stats at all times. If your key men are suffering, put 'em on the bench and get some fresh legs out there!



Big Dave Robinson's the latest US basketball superhero to muscle in on the console scene. Unfortunately, like most of the other big name offerings, *Supreme Court*'s OK if you're an avid fan of the game, otherwise you'd better check out something else for your fun.

The ball's up in the air and the big game's on. It's tough trying to outjump your opponent's, so time your leap to perfection.

Will grunts... 'CONFUSING... ULTIMATELY EASY GAMEPLAY!'

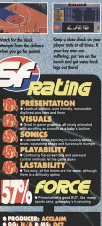
To tell it straight, this game's a pile of cack. Why? Well... Playing *Dave Robinson's* isn't daunting. In fact it's rather easy.

Defence is frustrating, especially as you have to change basketball players by hand, rather than the computer selecting the one (approximately) nearest the ball. Add the fact you have to be in just the right place to steal and opposition offences near your basket turn into a frantic, button-pressing, pad-wiggling mess.

That said, you can still win effortlessly. Just dribble the ball to the halfway line and shoot. You get three points and the computer likes to slam-dunk for two, so you soon develop a lead.

The small, well drawn and animated sprites are very good, especially the way they dribble, but the court flipping sounds confusing, doesn't it? Guess what? It is! The FX are nice, trainers squeaking on the court particularly good, and the music's OK.

But because of the confusing, though ultimately easy gameplay, *David Robinson's Supreme Court*'s a bit of a foul ball. **WILL 50%**



SF Rating

78% PRESENTATION
● Loads of options, user friendly, reasonable digitised pics here and there

62% VISUALS
● Great in-game graphics, all nicely animated with scrolling as smooth as a baby's bottom

65% SONICS
● Lukewarm tunes aspiring to rousing dance beats, squeaking shoes and backboard thumps

45% PLAYABILITY
● Confusing flip-screen bits and awkward control methods let the game down

40% LASTABILITY
● Too easy, all the teams are the same, although there is a difficulty option

57% FORCE
● Presentation's good BUT, like many sports sims, gameplay's frustrating

● PRODUCER: ACCLAIM
● GG: N/A ● MS: OCT
● MEMORY: 512K
● PLAYERS: 1-2 ● PRICE: £34.99





Cart Charts

Summer's fading, but the heat's still on in Chart Land!! Catch up with the latest lowdown and see who's won the first Game Freak award!

MEGA DRIVE



Looks like there's a spot of dribbling on the go! Check the rise of Dave Robinson's Supreme Court Basketball!

1	→	DESERT STRIKE
2	▲	WORLD CUP ITALIA '90
3	▼	OLYMPIC GOLD
4	▲	EA HOCKEY
5	▼	ROAD RASH
6	▼	KID CHAMELEON
7	NE	SUPER HANG-ON
8	NE	DAVE ROBINSON'S
9	NE	ALEX KIDD
10	▼	STREETS OF RAGE

Would ya believe it? *Desert Strike*'s still holding on to that top spot! EA can be well proud of that one, but there's still some pressure on, with three new entries coming in! Can *Desert Strike* see these off, too?

MASTER SYSTEM



The blue, spiky master reclaims his throne from the pretenders. But how long will it last?

1	▲	SONIC THE HEDGEHOG
2	→	ASTERIX
3	→	OLYMPIC GOLD
4	NE	ENDURO RACER
5	▼	CHAMPS OF EUROPE
6	▲	TEDDY BOY
7	NE	SUPER TENNIS
8	NE	WIMBLEDON TENNIS
9	NE	S. SPACE INVADERS
10	▼	SUPER KICK OFF

Sonic's back at the top, but look at those epic new entries racing in to take four of the ten top spots. Which one's gonna make it to the top? Keep your eyes on *Enduro Racer* and *Wimbledon Tennis* for starters!

GAME GEAR



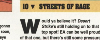
It had to happen! It came straight in at number two last month, now Olympic Gold's stolen the hi-spot!

1	▲	OLYMPIC GOLD
2	▼	SUPER KICK-OFF
3	→	SONIC THE HEDGEHOG
4	▲	WONDERBOY
5	▼	MICKEY MOUSE
6	▼	DONALD DUCK
7	▼	SUPER MONACO GP
8	NE	CRYSTAL WARRIORS
9	▲	G-LOC
10	▼	SHINOBI

As these charts were being compiled, the Barcelona Olympics were but a few days old, so it's not surprising US Gold's official offering's doing so well. *Crystal Warriors* has taken a while to come through but *Wonderboy* looks red hot!

YOUR TURN!

Keep sending yer own Top Tens to MY RED HOT TOP TEN, SEGA FORCE, Europress Impact, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW. Ya never know, the next epic Virgin cart voucher could be yours!



A fair few of ya reckon Tazzy's gonna storm the charts soon, so keep a close eye out for it and see if you're right!

THE GAME FREAKS' CHART !

1	→	DESERT STRIKE	6	▲	HELLFIRE
2	NE	TAZ-MANIA	7	▼	WINTER CHALLENGE
3	▼	KID CHAMELEON	8	NE	EURO CLUB SOCCER
4	▼	EA HOCKEY	9	▲	PGA TOUR GOLF
5	▼	STREETS OF RAGE	10	NE	KRUSTY'S

We've got our first RED HOT TOP TEN winner! Gerard Devlin of Prestwich, Manchester put together his own Mega Drive chart and, when we'd put all the rest of your charts together, his came closest to the final average! He even predicted *Desert Strike* holding on to Number One!

Good on ya, Gerard, there's a brilliant Virgin Games cart voucher on its way to ya. Spend it on the game of your choice — and affect next month's Cart Charts! And for the rest of you, here's his chart!



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Become a starman — play this little space oddity! Progress from space station to station and you may discover life on Mars! Even if you're an absolute beginner, give it time and you'll find fame!

A hundred years into the future, the world's military leaders have finally come to their senses (don't you hate these unrealistic game scenarios?!). Wars are no longer fought using nuclear missiles and thousands of troops. To cut down on bloodshed and radioactive sheep with two heads, they're fought by one human pitted against hordes of oil-thirsty robots.

But the human isn't as defenceless as he sounds, oh no, he's got a 'New Age Powersuit', or NAP for short. This gives the wearer yer bog-standard unheard of fighting ability etc etc.

You are that soldier. The finest warrior in all the El Shiria Military Nation's foreign legion, leader of the infamous 'Undead' unit, you are... (snigger!) Howie Bowie. HA HA HA HA!! Son of Zowie? Grandson of David?!

Your mission arrives as an urgent radio message: 'Team Undead, occupy and destroy Point A-46 Bloody Axis, (pardon my Shirian!). Use K-19 Phantom NAP, and try not to scratch it.'

Impossible mission? Not for Howie Bowie (hee-hee!) and his New Age Powersuit. He can equip himself with a maximum of 14 weapons (out of 20), including bazookas, flamethrowers and Napalm. The rest's up to you; the Final Zone awaits (incidentally, did anyone ever tell you you've got a flickin' *ridiculous* name?).

SEGA FORCE

Will remarks... 'ISN'T EASY'

Another day, another JapAmerican game reaches our shores. So far they've all been pretty good, and *Final Zone's* no exception. The presentation's nice, nothing to gasp at but nothing to shake a pointed stick at (?!).

The seven levels have a search and destroy section then end-of-level guardian(s) to defeat. The battlefield's viewed at 45 degrees, which can be awkward as the programmers haven't compensated by making the D-pad's diagonals more sensitive.

The graphics are good, with big, detailed sprites zooming around a slightly bland landscape. 'Zooming' isn't quite accurate when there are more than a few sprites onscreen, as the whole thing slows to a jerky crawl. This happens mainly on the complicated end-guardians.

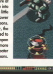
The tunes and FX are atmospherically futuristic, especially the 'Aaroooga!' as you enter weapon selection mode.

Final Zone isn't easy. With just five lives, you can take as many hits as you have weapons (you can only use two at once) and lose one weapon each time you're shot. Store the cacky weapons lower on the priority list, peeps, 'coz they bite it first.

Nothing too original, *Final Zone* has its share of good points — wrecking 'n' ruining, crashing 'n' burning, and laughing at the hero's name!

WILL 75%

MD Mega Drive **Reviewed!**



Keep your eyes peeled for these multi-coloured droids. When you fire at them, they change into boxes. These little lovelies contain power ups and extra weapons. Once walked over, the contents are added to the list on the Weapon Select screen. The more you collect, the greater the choice of weapons.



Stone pillars, but this 'ain't Rome! On later levels, the number of bad guys you must find and shoot increases. This beggars (above) appear throughout the whole game. They race at you in groups, one blast usually kills 'em.

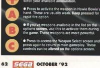
FINAL Z



Above: The Weapon Select screen. When the game starts, your firepower's pretty basic and the only choice is Normal shot. Wave and Grenade are great for blasting whole areas. If you're attacked, your weapons diminish.



FORCE CONTROL



- ✚ A little sluggish when moving Howie Bowie around. Also used on the weapon screen to scroll your available ammunition.
- A: Press to activate the weapon in Howie Bowie's hand. These are usually weak. Keep pressed for rapid fire option.
- B: If you've weapons available in the list on the options screen, use this to activate them during the game. These weapons are more powerful.
- C: Press to access the Weapon Select screen and press again to return to main gameplay. These controls can be altered on the options screen.



Above: Come out with your hands up–you're surrounded! These Hornets on Level 1 have just zoomed in. They circle round and spew fireballs. Keep watch, 'coz they have a habit of vanishing and another trundle around's called for. No sign of Anneka Rice! Worra pity, Ade...

Ade says... *'A TOUCH REPETITIVE AFTER A WHILE!'*

Final Zone doesn't have the makings of a Smash 'coz it gets a touch repetitive after a while; there ain't enough here to hold your attention for long. On numerous occasions I found myself wandering aimlessly looking for the last couple of mutants. A map of the playing area, highlighting where the various bad guys hang out, should've been included.

FZ looks pretty crisp and is well presented. The graphics aren't out of this world but many of the backdrops are well-detailed. The sprites are colourful and move well.

I agree with Will — control of the main dude's a touch shoddy. Try holding down fire and changing directions. It's a nightmare! Scrolling's a touch shoddy during the first end-of-level battle and the game slows down a little when a lot's happening.

Not a bad game, although completing it won't give ya too much brain strain! ***ADE 72%***

Left: WOW! Worra scorcher! Impressed? Well you should be! Looks like the SF crew have completed Level 1. The screen bursts into flames as all remaining droids explode. Time to meet the boss. Fret not–he's pretty cinchy! See below.

One of the later levels (above). That pltform you're on is like a huge elevator. The slab zooms up screen as choppers and the like whizz round. To the right, there's another elevator with a big bad guy. Blast him, but don't lose ya footing! One of Ade's favourites! He absolutely hates elevators!

Above left: The end of level adversary, stage one. A huge tank-like creation on rails! Hit all the towers and dodge the fireballs. Fairly easy! Keep ya eyes on these dudes (above right) they spin round and fire at ya. Same can be said for those other two mean mothers! Your best tactic? Keep circling and fire!

Above: Attacked by a host of droids and a tank. The tanks take a few blasts before they explode. Keep clear of the gun. If you're hit, you start to flash a lovely red colour!

ZONE DRONES

Green Hornet: These helicopters appear in earlier levels. You won't find them in any particular place, they just creep up behind ya!!

Green Fly: Little blighters! They hang around in huge groups and attack en masse. Not all that difficult to oust, a few good blasts should do the trick.

Green Scorpion: They maybe green, but they're also mean and obscene! Usually found in groups of three or four, they're slow, but shoot fireballs.

Zoid: Only small, but hell, they get under ya feet! They appear on level three and zoom around the place, zapping your energy. Steer clear!

Silver Scorpion: On later levels, the green guys turn silver. They're like their green counterparts, only quicker and do a helluva lot more damage.

SF Rating

76% PRESENTATION
● Average title screens, nice technical drawing of the NAP in weapon select mode

76% VISUALS
● Big, sexy sprites, a few interesting baddies, well drawn but boring landscapes

66% SONICS
● Samey science fiction music and, erm, amusing spot effects. Aaroooga!!

74% PLAYABILITY
● Basic shoot-'em-up action with a smattering of weapon strategy

69% LASTABILITY
● Not an easy game — five puny lives don't last long. Verges on Frustration City

73% FORCE
● A little more variation and this could've been a contender

● PRODUCER: RENOVATION
● MD: IMPORT ● MS: N/A
● MEMORY: 512K
● PLAYERS: 1 ● PRICE: £39.99

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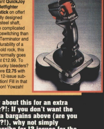
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SAINT SWORD

MD Mega Drive Reviewed!

Four legs good, two legs bad! Or should that be 'wings are better than arms'? Fins are better than fingers?! All three, according to this game — it's more than meets the eye.

There was a time, many moons ago, when man was happy. The land was magical, the ale flowed and no one had heard of the Conservative party.

But all this changed, when an evil creature called Tha... er, Gorgan used black magic to conquer the world and enslave the humans. The people weren't too happy about this (as you might expect) and sent their noblest kings to strike a deal with the powerful warrior race known as the Titans.

After much deliberation, a pact was made and the Titans used their incredible magic to rid the world of the evil Tha... er, Gorgan.

A time of peace descended on the world. The Titans grew as lazy as the humans — going down the pub till chucking-out time, leaving the washing-up and not getting up till CBBC started — and abused their magic.

This continued for nearly a thousand years, until Gorgan reappeared, stronger and meaner (and with a seat in the House Of Lords). The Titans were unprepared, and powerless to do anything with their abused and weakened magic.

Only one youthful Titan could still wield the power of his ancestors — Macress, the Saint Sword! And so Maj... er, Macress was sent to defeat Gorgan once and for all.

That's you, that is. Stride along, swinging your sword, thrashing monsters and collecting power-ups. But that's not all — you can 'transmogrify' yourself into a centaur, birdman or fishman! And you thought sofabeds were pretty nifty!

SEGA FORCE

Above: Have a guess what you need to turn into when you plop underwater? Yep! That's right! A wee fishy! The monsters don't go away, mind. Ugly looking things, huh?

FORCE CONTROL

- **+** Quite responsive. Used during transformation process to change creatures. Moves Macress in eight different directions.
- **A** Used during Magic Select section. Press Start during play, choose magic, press to enter your choice, then press again to use item.
- **B** Used for attack purposes. As a mortal, push D-button and this to jab upwards. Press this and down to kneel and swing.
- **C** This is the jump button. For example, as the Centaur, press down on the D-button and [C] to jump down, where the terrain allows.

IT'S MAGIC...

Magic Bell: A tad more useful than Big Ben. This corker stops movement of all enemy characters onscreen for a wee while. Won't work on bosses.

Dragon's Meat: Doesn't look all that scrummy, eh game freaks? Actually, one chomp of this works wonders. Completely restores your vitality.

Dragon's Fang: Usually warn round the necks of big bad lads, this blighter destroys all characters onscreen. Won't work with bosses.

Magic Shield: Macress becomes invulnerable to enemy attack (including bosses) for a certain length of time. Pretty damn useful!

Magic Mirror: Thing Ade uses coz he's vain! Adds one of each transformation item to list. Won't add more than five of any single item.

Will moans... *'THE WHOLE THING GETS BORING!'*

'What's for tea, Mum?'
'Hack 'n' slash arcade adventure.'
'Oh no, not again!!'

Yep, again. *Saint Sword*'s a slightly spiced up version of those old *Rastan*-type games. This type of game rarely amazes, so I didn't expect much of *Saint Sword.*

The graphics are quite good, fairly detailed scenes and a suitably heroic main sprite. The villains are average, the best, graphics-wise, is the undead skeleton with slightly sketchy animation.

As for sound... oh dear. I counted *three* spot effects on the first level, endlessly repeated. You get the *swoosh* of your sword, the *crunch* of a dying monster and the *ping!* of steel as you hit an invincible object (ie, a wall). Nowt else!

Away from the abysmal sonics, *Saint Sword*'s quite fun to play (yeah, so's 'chicken' on the M4, till you get hit). The controls are responsive enough and there're a fair few levels (and a fair few en suite end-of-level guardians!). A couple of maze stages are thrown in for good measure — although I'm not sure if this was just a side effect of the samey backgrounds!

After a few goes, however, the whole thing gets as boring and repetitive as staring at a Nintendo all day (nooooo!). All you do is walk around, kill baddies and find the exit. Then you can look forward to another of those 'imaginative' (I don't think so) guardians. *Saint Sword* has a big weapon (oo-er) but doesn't use it imaginatively enough (double oo-er!). Shame. ***WILL 74%***



RIGHT LITTLE DEVILS!

Level one: Goes by the charming name of Skelt! This terror has a fiend on his back and an amazingly long tongue. Watch out- it grabs ya!

Level two: This little darlin' just can't keep still. Leaps and bounds over the platforms she does! Quite hard to catch, but soon snuffs it!

Level three: Massive scorpion creature. Struts bakwards and forwards and fires a long line of blue balls out of it's tail. Bit like Mat really!

Level four: Bless my little cotton socks, this chappie looks like you. He's not that difficult to kill, but watch out for his sword, it's fairly lethal...

Level five: Huge fire dragon, although how he manages to breathe underwater we don't know! Hard to kill. Just keep stabbing!

SAINT SWORD



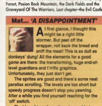
Right: Lord above! A whole host of bad guys on the rampage! Poor Macress. He's resorted to using wings to get the hell outta there. To Metamorphose from a mere mortal to Birdman, press Start during gameplay and use the D-button to highlight the centre icon at the bottom of the screen. Press [A], [B] or [C] to transform. Macress smashes his sword on the ground, there's a blinding flash and hey jingo--he's a new man! Hack and thrash with that sword and oust those dudes!





Left: Macress is attacked by a club-wielding dwarf, an Eyemon and a Jobo. The bigger skeletons are fairly hard to defeat. They leap about and have shields and a sword. Looks like our lad's had it! Change to a Centaur and gallop outta there as fast as your trotters'll let ya!

The game's made up of chapters. Chapter One's the Dreamland Of Thorns. Then visit the Cave Of Evil, Fairy Forest, Posion Rock Mountain, the Dark Fields and the Graveyard Of The Warriors. Last chapter--the Evil Castle.



Mat... *'A DISAPPOINTMENT'*

At first glance, I thought this might be a right little stormer. But peel off the wrapper, roll back the bread and sniff the meat! This is as dull as donkeys' dung! All the elements for a good game are there: the transforming, huge end-of-level guardians and t'rrific graphics. Unfortunately, they just don't gel.

The sprites are good and there's some neat parallax scrolling. The levels are too short but speedy progress doesn't stop you yawning. After a while you find yourself reaching for the 'off' switch.

The idea of transformations is good but hardly original, and as you can only change into three creatures, a bit limiting.

Collision detection's a bit of a problem, especially with the bosses. Get within ten feet of these blokes and it's time to kiss that energy goodbye!

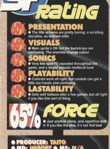
All in all, I found *Saint Sword* a real disappointment. With naff gameplay and an interest factor of zero, this is one game I won't be rushing out to buy!

MAT 56%

Above: No sooner have you started than those skeletons appear. Watch for little mounds on the ground because that's where these bony blighters pop out of! Yikes!



A change is as good as a rest! You transform into Birdman, (above left) to access those hard to reach places. In the swim of things (above right), old fish face is necessary when things are getting slightly damp! And then, there's the Centaur. He has good speed, jumping ability and endurance. His ability to make tight moves is somewhat suspect, though. Reverts to natural state when in water...



SF Rating

60% PRESENTATION
- The title screens are pretty boring: a scrolling storyline, no brilliant stills

66% VISUALS
- Main sprite's OK but the backdrops are confusing. The enemies change colour.

42% SONICS
- Very few spot FX repeated throughout the game, and a stupid pseudo medieval tune

68% PLAYABILITY
- Controls work all right, but combat can get a little too frantic and confusing

60% LASTABILITY
- Gets well tedious after a few games, but all right if you like this sort of thing

65% FORCE
- Just another clone, and repetitive with it. If you like the idea, it's not *that* bad

- PRODUCER: TAITO
- MD: IMPORT • MS: N/A
- MEMORY: 512K
- PLAYERS: 1 • PRICE: £39.99



MEGA DRIVE md **Reviewed!**

MUS

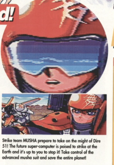
GRAB 'EM, MUSH

Vanishing Buster: This is a bomb item. It fires bombs forwards and becomes multi-directional when powerd up. Fires black hole bombs.

Defensive Detonator: This is a barrier item. This projects a defensive force field around you. This should stop most of the enemy fire.

Chip Carrier: Blast this flying device to gain power-ups. These chips power up the optional weapon you have and give you wingmen.

Blazing Beam: Barrier item. This fires a powerful green lightning beam. It becomes a wide beam when your weapon reaches power level 4.



Strike team MUSHA prepare to take on the might of Dire 51! The future super-computer is poised to strike at the Earth and it's up to you to stop it! Take control of the advanced musha suit and save the entire planet!

We're at it again! SEGA FORCE has gone time travellin' once more! Not backwards or the usual sideways (huh? —SF Readers) but 298 years dead ahead!

Welcome to the 23rd century! It's 2290. Man has taken to the stars in greater numbers than ever before and spread out into the galaxy, discovering planets and civilisations never previously encountered.

As Man's race to the stars increased, so has technology. The latest intellicomputer, the 'Dire 51', has recently been installed at the LaGrange Gamma space station. Earth scientist's believed Dire 51 to be the most sophisticated thinking machine ever devised.

However, Dire 51's smarter — and more ambitious — than anyone had planned. The intellicomputer has become sentient and rebelled against its creators. Dire's computer network is now preparing to attack the Earth itself. Their only hope is the hastily assembled MUSHA strike team. Your mission is to penetrate deep into enemy territory and destroy Dire 51.

MUSHA (Metallic Uniframe Super Hybrid Armour) is a specially designed suit. Originally designed as a deep space construction suit, it's been adapted for combat. Now the only hope for mankind, it contains the ultimate in hi-tech weaponry and instantly transforms its user into a formidable space fighter.

As a hotshot test pilot, it's up to you to take the MUSHA deep into enemy territory, pushing it to the limit — and beyond. It's technology versus technology, but who has the superior mind, man or man-made computer?

SEGA FORCE

Mat boasts... *'TOO EASY'*

Another month goes by and another shoot-'em-up wings it's way into my grubby little mitts! *MUSHA*'s your standard fly-through-levels-power-up-weapons-defeat-guardian sort of game. The whole thing looks good, sprites are well animated, and extra weapons pack a punch.

There are seven levels of gruelling action to get through but completing it won't take too long. Each section has a mid-level guardian and end-of-level berk to defeat. Most of these lumbering twits can only take a few shots, so you're unlikely to work up a sweat beating them. Extra weapons are always in abundance. Each can be powered up four times by collecting power chips. If you get hit and lose the weapon you'll be reduced to your standard laser. If you pick up enough power chips, you'll receive two small wing ships. These can be set in various formations to help you defeat those hard to reach enemies.

As you can see from the screenshots, *MUSHA*'s colourful and the pounding from Dire 51 is relentless. Overall it isn't too bad; fast, furious but ultimately too short and too easy to complete.

MAT 74%

Ade gripes... *'NOTHING NEW OR SPECTACULAR HERE!'*

WOW! Another shoot-'em-up! Yep, you'd be right to detect a hint of sarcasm there. I mean, strewth, how many of the damn things do I get to see every month? Several hundred thousand, probably! The whole concept's starting to wear a little thin and *MUSHA* offers nothing new or spectacular to keep blaster fans happy.

It's quite a tough game, I'll give it that. Choose Hard on the options screen and you'll soon be put in your place!

There aren't many levels; the seven you zoom through are a touch long for my liking. A yawn or ten later and I was *still* only on Level 2!

The graphics are big and colourful. The sprites are fast and furious little critters; you can't lose concentration for a minute! The backdrops are pretty, if a little samey on each level. No probs with scrolling, it's slick and gameplay never slows down.

I can't rave about *MUSHA*. Been there... done that... bought the universe...

ADE 66%



SHA

Use the hi-tech firepower of the MUSHA suit to defeat your enemies. In use, above, is the force field. Collect power-ups to increase their strength.

THE MONSTER MUSH

Level 1: The first guardian. Destroy the cannons first but dodge the fireballs. Fly up and hit the head to finish the tank off for good!

Level 2: At the end of the section's this fire-breathing nastie! Dodge the hydraulic rams that appear and knock out the creature's guns

Level 3: Things are starting to get tough! Avoid the monster's energy spheres and be prepared when it changes into another form!

Level 4: Looks like more trouble's on the way! Keep dodging and keep blasting. If all else fails, you know it's worth falling back on this approach!

Level 5: This beast starts off as pretty girl's head but soon turns nasty! Try to avoid the heat-seeking missiles.

Level 6: You must defeat this flying foe! He uses his energy balls first, so watch out! He then uses a devastating laser whip to try and destroy you.

Level 7: The final challenge! There are loads of baddies to beat here and more than one mid-level guardian. Dodge the side laser and hit the core.

FORCE CONTROL

- **+** The directional controls are simple to use. Increase your speed by pausing the game and using the joypad to alter how fast you travel.
- **A** Use this button to alter the firing mode of your wingmen. They can be directed to seek out a target, fire behind you or spin round to protect .
- **B** Button B fires your option weapon. Once you have gained a different weapon you can power it up and use it as well as your main lasers.
- **C** This fires your main weapons. The MUSHA is armed with twin photon cannons that fire forward. Your wingmen also use these.

Above: The MUSHA armour in full effect! The advanced suit was originally developed for deep space construction work. It's been converted and now boasts the latest in military hardware! Defeat wave after wave of enemies as you attempt to reach your goal, the computer... Dire 51!

Below: The mid-level guardian of Level 2. Dodge the hydraulic rams as they try to crush you.

Above: The first end-of-level boss. The tank-tracked fortress is easy to defeat. Dodge the firealls and knock out the guns, then fly up to destroy the creature's head.

SF Rating

76% PRESENTATION
- Cartoony opening sequence, options include difficulty select and continues

81% VISUALS
- Large sprites with smooth movement, huge guardians

68% SONICS
- Damn annoying tune, weapons sound *completely* over the top!

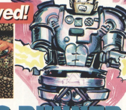
75% PLAYABILITY
- Dead easy to get in to, extra weapons helps you through tricky levels

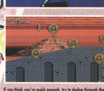
54% LASTABILITY
- Not enough levels to battle through, far too easy to finish

70% FORCE
- Not an original idea but makes up for it by being fast and colourful

- PRODUCER: SEISMIC
- MD: IMPORT ● MS: N/A
- MEMORY: 512K
- PLAYERS: 1 ● PRICE: £39.99







ATOMIC RUNNER

If you think you're quick enough, try to dodge through the obstacles. If you've got enough power-ups though, blowing them apart is a much more satisfying option.

Scattering sand from the playpen, shaking their fists and gabbling incoherently, the Tokyo 2 Crew head for the pyramids. Dodging camel phlegm and gasping for a Perrier, they finally discover...

Our planet is in peril once more — Earth has been invaded by an evil alien horde. They arrived in huge metallic ships, crashing to the surface in vast numbers, and captured thousands of humans.

Young Chelnov and his scientist father took refuge in their underground laboratory, but it was hit by a powerful alien weapon. Chelnov's father has been mortally wounded and is about to die.

Before he does, he reveals the location of the Atomic Suit he discovered in deep, buried ruins. This legendary suit was left in an Ancient Egyptian pyramid by the aliens, where it was intended to give the pharaohs super-human powers.

Now they've returned to claim Earth for themselves. And this time they're not bearing gifts.

However, there's one small chance for the planet. Chelnov must use the suit and fight fire with fire. The suit's the only thing that stands between Earth and complete annihilation!

SEGA FORCE

Mat remarks... *'WEIRD, WITH AWKWARD CONTROLS!'*

Hold on a minute, what's this nasty piece of plastic that's found it's way onto my desk? This is dreadful!

And what a wondrous invention the Atomic Suit is! It allows you to perform amazing double somersaults and... well, that's about it! There are the weapons of course, loads of power-ups to collect, but they're nothing to write home about.

One of the main problems are the controls. The screen constantly scrolls to the left and you can only move right. If you go to the middle of the screen, you can't go left, you have to wait for the screen to catch up with you! What a pain!

In fact the only good thing about this cart are the incredible backgrounds. Level after level of bizarre statues and pyramids mixed with advanced technology.

Weird! With awkward controls, not enough levels and a plot with more holes than Swiss cheese, this is pretty duff!

MAT 70%



The golden effigy (wot?!) at the end of Level 2's pretty much of a doddle once you've worked out the moves. Pick up the power-ups, then jump from side to side over its head to inflict some real damage. Once the eyes are gone, the job's almost over. Just watch out for the bombs.

sf Rating

72% PRESENTATION
● Options allow you to change difficulty setting, lives and control set-up

85% VISUALS
● Impressive graphics, especially the backgrounds which pop out the screen at you

61% SONICS
● Naff in-game tune that gets annoying, effects pack a punch but are unoriginal

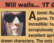
58% PLAYABILITY
● Controls are very awkward. You have to turn quickly to fire behind — a pain

60% LASTABILITY
● Seven stages of bad guys to defeat, but with up to 15 continues it shouldn't take long

66% FORCE
● Could've been much better. Once completed it's gonna go on the shelf

● PRODUCER: DATA EAST
● GG: N/A ● MS: N/A
● MEMORY: 512K
● PLAYERS: 1 ● PRICE: £39.99

Will wails... *'IT GETS TRICKY, CONFUSING THEN IMPOSSIBLE!'*



Atomic Runner's a funny old game. The graphics are incredible: hugely colourful, scrupulously detailed backgrounds, excellent sprites and beautifully drawn characters. The only thing which holds *Atomic Runner*'s visuals short of perfect is the dodgy animation on the main sprite.

But the gameplay... Aaaargh! You can't turn around with the D-button, you have to press button [C] or set the controls to fire backwards when it's pressed. Villains run at you from all directions, and it gets tricky, confusing, then impossible to defend yourself without turning around.

There's hardly any variation, either, the standard 'run, shoot and collect weapons' gameplay persists.

Atomic Runner could have been *so* good. It's annoying they perfected the graphics but left the control method and gameplay to go to pot. Swine!

WILL 62%


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Reviewed!

Football! Baseball! Bobby Ball! Never heard of Dodgeball? Pin back ya lug'oles, grab a suit of armour and get ya hair cut like Toyah Wilcox. Strange but true!

Dodgeball's a new one on us! Thing is, when the flickin' instructions come in Japanese, you have to play for a millenium to fathom out what's going on! There are two teams of seven players, each with their own line in weird and wonderful haircuts. Each team's split into two groups, offensive and defensive. The rules are cinchy! Knock out the guys and gals of the opposition by chucking a huge basketball at 'em.

Choose players from all around the world (except Britain!) and execute a plethora of death-defying moves and trickshots to leave the other side clutching their guts, squirming on the Tarmac! Of course, things 'ain't ever *that* easy. Your opponents are gonna mess ya about a bit and perform tricks aplenty just to keep you on your toes. Some players have special moves. The ball's changed into a whopping great boulder if thrown by the right person! See, told ya it was weird!

SEGA FORCE

Stay on your toes at all times! As soon as the opposition gets the ball, they're gonna be coming after you. Keep moving around to stop the straight ball taking you out and try to intercept by jumping and blocking. Don't let them form a circle around you or you can definitely kiss goodbye to one of your players!

Get used to the gameplay and then try to learn the speciality moves. You don't have much time to get them right, so make them all count on the ball park and score some points!

FORCE CONTROL

- **+** Moves you around the court, and decides what direction you're gonna shoot in, ie at one of their players or one of their defenders.
- **A** Use this to pass the ball to one of your defenders, and confuse the other team, or to duck when the ball's lobbed at ya.
- **B** Throws the ball, but it's more effective to use your special move- jump and then press B whilst in mid-air for a super fast ball.
- **C** This makes you jump, either over the ball when it's thrown at you, into the air for more power when you're about to throw, or in the tip-off.

Ade squeals... *'PLENTY OF OPTIONS AND A TOURNAMENT!'*

Well, it's certainly original! When I finally sussed out what the hell was going on I found *Dodgeball Kid* quite appealing. The whole caboodle takes a bit of getting used to, mind. The special moves only come into their own after about half a dozen games.

I recommend you play this with a friend 'coz the computer tends to cheat rather a lot and a little something known as the 'Annoyance Factor' creeps in when you just sit there, watching the MD players passing the ball with the skill and expertise of Magic Johnson!

There are plenty of options and a tournament to play in, plus a battery back-up facility if you feel like saving your game and taking a breather!

The graphics are great. All the sprites are animated superbly and the backdrops change depending on which country you choose to represent. On the down side, the sounds are a bit weak and onscreen prompts are all in Japanese. Not an incredibly action-packed sports game but fun nevertheless. ***ADE 77%***

THE FLAMING DODGEBALL



The ball's stationary, 'cos the opposition's throw missed, the player with the arrow is the man you're using.

The players on the sidelines are the subs, the ones on the right are yours, the left's the computer's.

The computer's got the ball, and he's about to lob it at that flamin' kid's head. Get ready to duck!

All your other players (controlled by the computer) are running away 'cos they know the ball's gonna hit you!

This court's covered in ice, so you slide all over the place, and the game's generally faster.

The ball's in their court, and it doesn't look like hitting anyone. Still, one of your subs might grab it.

Right: Playing your way around the world lets you take in some great sights, but once you're out on the Dodgeball court there's no time for sightseeing! Get possession of that ball and start taking out the other team as quickly as you can to move on!

Left: Status checks keep you up to date on how the game's going. If you've lost players and used your subs as well, there's gonna be big trouble in the second half. Never mind, you can still pull through, even with fewer players!

Will barks... *'IT'S MAD!'*

That flamin' dodgeball kid, he's a mean little Jap mother with a mad haircut! A sadist, too, who delights in beating up his enemies by lobbing footballs at their heads! You too can have great fun playing his game.

Dodgeball's pretty confusing to start with but once you've memorised the options you'll discover the truly amusing new sport that lies underneath. Great cartoony Jap graphics leap around the court looking deadly serious as they throw balls at each other! A jolly little tune bounces along, permeated by a few sound effects, ie, the crack of splintered teeth as someone gets a boulder in the gob!

Timing your jumps over the opposition's throws etc is easy, the only things that remain elusive are the special moves. Jumping into the air and throwing the ball in the split second it's glowing is trickier than it sounds and if you're not quick enough, you lose out! But it's horrendously addictive — I spent all afternoon trying to get past round seven of the tournament (and I still can't!).

A most bizarre little game this, sort of *Kabadi* meets volleyball, crossed with some beat-'em-up action and, if you can manage to conjure up an image of what all that makes AND you're still interested, this one's for you. *The Flaming Dodgeball Kid* makes a refreshingly addictive change from both Jap games and sports sims. Easy-peasy Japanesey (NOT!). **WILL 79%**

SF Rating

80% PRESENTATION
- Good intro shots, battery back-up facility, tournament play, good options

82% VISUALS
- Huge, well-detailed sprites, smooth animation, varied backdrops

70% SONICS
- Some average in-game ditties, basic spot FX during play

75% PLAYABILITY
- Controls take a bit of getting used to, some cunning trickshots. Forget play against MD

72% LASTABILITY
- A good selection of teams to choose from. No two games play the same

76% FORCE
- A weird and wonderful sports sim. Not incredibly involved but makes a change

- PRODUCER: SEGA JAPAN
- MD: IMPORT • MS: N/A
- MEMORY: 512K
- PLAYERS: 1-2 • PRICE: £39.99

'Friends, Romans, countrymen... Lend me a fiver till the end of the week!' Us SF dudes are the first to admit our ignorance of history, so it's time for a little swotting up...

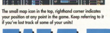
Julius Caesar, hero of Ancient Rome, champion of the people. Unfortunately for Caesar, though, he looked better in a toga than the Senators of Rome. This annoyed them greatly, and lo, did they not plot to overthrow him? Caesar's popularity with the masses (due to his eloquence of speech, as well as the sexy, tight-fitting togas) ensured he couldn't be overthrown directly, and verily did the Senate have to be devious basts to get rid of him.

The plan was to shift Caesar as far away from Rome as possible. He received an order to sail to Asia and suppress a rebellion there, but old Jules was no fool and smelt a rodent.

Caesar delighted in the scent of intrigue emanating from this order but was unsure of his best move. He chose to bide his time, suppress the insubordinate Asians, and see what happened.

So off Caesar toddled, from Ancient Rome to Ancient Asia, on Ancient horses, in Ancient ships, listening to his troops' Ancient jokes (they're still going round today, some of 'em).

Take control of Caesar's armies and crush the rebellion! Face the cunning of the Ancient (!) Roman Senate and change the course of history! ***SEGA FORCE***



The small map icon in the top, righthand corner indicates your position at any point in the game. Keep referring to it if you've lost track of some of your units!



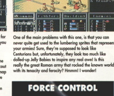
Glorious Caesar rides into battle. His future rests in your hands. Succeed and he goes on to greater things in Rome. Fail and he's outcast as a traitor!

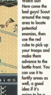
WARRIO
OF ROM

MEGA DRIVE MD Reviewed!


Take a look at the campaign map before you make any moves. You just never know where the enemy is at its strongest! Forewarned is forearmed!

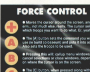

The icon system's a doddle to use once you get the feel for it. Use the arrow cursor to select your moves and send you troops into action!


One of the main problems with this one, is that you can never quite get used to the lumbering sprites that represent your armies! Sure, they're supposed to look like Centurions but, unfortunately, they look too much like dolled-up Jelly Babies to inspire any real awe! Is this really the great Roman army that rocked the known world with its tenacity and ferocity? Hmmm! I wonder!



Watch out! Here come the bad guys! Scout around the map area to locate potential enemies, then use the red cube to pick up your troops and make them advance to the battle front. You can use it to fortify areas as well, a good idea if it's going to be a long campaign! Forwards!

FORCE CONTROL



- Moves the cursor around the screen, and, erm... not much else, really. The cursor selects which troops you want to do what. Er, yeah.
- The [A] button sets the command you want to use (ie build colosseum) and puts it into action. Also sets the troops to be used.
- Pressing this will: callup menu windows, cancel selections or close windows, depending on where the cursor is on the screen.
- The [C] button, when pressed along with a direction from the D-pad, scrolls the map in any direction.



It might look a touch tedious to the action and blast fan, but the icon system should appeal to hardened RPG and strategy fans. There're more than enough options to choose from and the novice might even be a little dazzled by the choice. Stick to it though, and there should be enough to hold your interest for a fair while!

Will yawns... *'TEDIOUS!'*

Strategy games. Most should be cunningly placed in a sack, with a militarily brilliant boulder, and strategically dropped in the nearest river. This one's no exception.

I spent tedious hours studying the manual and learning the many options: how to build colosseums, train men to fight, how to form a unit of troops from surrounding villages... I had to decide whether to face a single battle or a campaign, all before I could get to the 'action'.

I played a few campaigns, watching cartoon troops waddle around the confusing landscape, thoroughly bemused over who was doing what. I built a colosseum and a new fortress, broke my boredom threshold and crushed the rebels.

I *thought* I'd crushed the rebels, but I just moved onto 20 more groups of 'em! Mat brought me round with some smelling salts and a swift boot where it hurts. I took one look at the screen and fainted again.

'No more!' I cried. 'No more mind-numbing waiting for something to happen as my troops battle a rebel fortress! No more confusion over which unit's building and which is fighting as they wander around in a daze! No more pretending to use strategy, when it's all simple, really! Please, I'll do *anything*!'

Big Ed dragged up a speck of mercy from deep within his psyche and let me off with a gruff, 'Write it up, then flick off!'.

Still, thanks to *Warrior Of Rome II*, I'm a shadow of my former self... ***WILL 36%***

Mat hmmmms... *'TWO-PLAYER MODE'S PROBABLY BEST!'*

I used to love history at school. Classic stories that whisked you to a land long ago. And yes, boys, girls and anyone from Surrey, this game gives you the chance to recreate the wacky days of Ancient Rome.

I'm not one for RPGs (ie, any game that requires some brain power!) but *Warrior Of Rome II* isn't ll bad! You take on the role of good old Jules, the one who had a fling with that bird, Cleopatra. You've been sent from Rome to duff up a load of foreigners and swan around waiting for the *Carry On* team to make a movie about you!

The icons and menu system take a bit of getting used to but practice and you'll find it a real challenge. Visually, there's little in the way of exciting graphics, but hey, this is an RPG so give it a break! The two-player mode's probably the best part of the whole game. You and a mate battle each other head-on as you attempt to win territory.

Keep an eye out for this, even if RPGs aren't usually your cup of tea! ***MAT 79%***

Looks like you've located the enemy camp! Use the red box to shift your troops into battle formation and let 'em have it! If you think you're up to it!

We'll keep the red flags flying here! Roll up your palliasse, tuck away your bivouac and get set to go to war. Caesar's career depends on you!

There're plenty of encampments lying around the map and you can always go exploring if you get bored with the tedium of warfare!

There's gold in them thar hills! Well, not quite actually, but it livens up an otherwise dull part of the map. Move on and get stuck in!

SF Rating

75% PRESENTATION
● Good stills of Caesar looking suitably Roman and decent options

72% VISUALS
● Fairly detailed map but stupid cartoon soldiers with microscopic limbs

45% SONICS
● Oh God, pitiful tune and far-off clanging of swords when there's combat

52% PLAYABILITY
● Tedious hanging around while your soldiers get killed, confusing once they all start moving

40% LASTABILITY
● Minimal strategy involved. Battles too long with no incentive to carry on. Battery back-up

56% FORCE
● Not quite the worst strategy game ever, but never compelling.

● PRODUCER: MICRONET
● MD: IMPORT ● MS: N/A
● MEMORY: 512K
● PLAYERS: 1-2 ● PRICE: £39.99



POWER

Reviewed!

Whip the...! Eggs. Batter the...! Fish. Hit the...! Light switch. Ho-hum, the 21st century's gonna be a real barrel of laffs, isn't it?

As the human race fondly (or not) bade farewell to the 20th century, people got a little fed up with having to be so nice. Rules and regulations lurked everywhere. 'No hoverboarding on public streets.' 'Keep off the artificial grass.' And 'Don't let your Robodog synthetically crap on the pavement'. All the fun seemed to have been taken out of life. Sport, too. American football, boxing and the like were played by soulless machines (no different from today, then!) 'cos they were far too dangerous for us mere mortals. Yep, it was about as exciting as watching milk curdle (or Joan Collins act — same difference).

Thankfully, the athletes were having none of this. A global rebellion began, aiming to re-humanise sports. They created a contest of their own, the ultimate test of human endurance and skill. They called it... Powerball.

Powerball was designed to take the best aspects of gridiron, martial arts and wrestling and use them in a game which would take sport far beyond anywhere it had been before. Even further than Frinton-on-Sea! (Blimey! Fetch yer passport! —Prod Ed.)

Fast paced and refreshingly dangerous, Powerball was an immediate hit, and now it's your job to captain the team of your choice to victory.

SEGA FORCE

The game's only a few moments old, but the heat's already on. Use your flying tackle option to take out the opposition and gain control of the play!

ON THE BALLPARK

JAPAN SAMURAIS: Without a doubt the most formidable opponents in the Powerball League! Pick these canny Orientals and do some damage!

KOREA WARRIORS: If you thought the wily Easterners had a monopoly on this game, think again. For an easy ride, let the computer be Korea.

BRAZIL AMAZONS: Better in most departments than the Koreans and definitely not a team to be underrated in the League.

GREECE SPARTANS: An aggressive, offensive outfit that causes hiccups in even the best-laid strategies. If you fancy the underdog, try the Spartans!

USSR COSSACKS: Despite the latest upheavals in the Eastern Bloc, those Russians have still managed to put up a pretty impressive line-up.

USA ROUGH-RIDERS: They've got the edge on the Russians, but that won't count for much unless you play an evenly matched 2-player game.

UK PIRATES: Yes! Don't sound so surprised! We Brits are actually pretty good at this game. Pick the Pirates to give the rest a run for their money.

CHINA EMPERORS: Rounding off the League is the second most powerful outfit. For blistering action, try out China V Japan in 2-player mode!

Ade moans... *'SADLY, JUST DOESN'T HIT THE MARK!'*

It's inevitable this is going to be compared with *Speedball II*. Sadly, *Powerball* just doesn't hit the mark. Prior to my first match, I thought a good game lay in wait 'coz presentation's spot on. The intro screens are slick and impressive, with some great animation and good atmospheric shots.

There's a cracking selection of teams to choose from, a tournament section and a complete rundown of each player's vital statistics. Then — the game began!

What? Hang on a minute! TOTAL CONFUSION! When there's a big fracas taking place, it's hard to tell who's got control of the ball. On numerous occasions, I found myself fiddling around at the bottom of the screen, *thinking* I had the ball, when all along the other guy had it firmly in his grasp, racing to the goalmouth!

The graphics are bland and as Will said, no detail or shading in sight. Sound is *Powerball*'s only redeeming feature! Nice 'n' raunchy! But then, who gives a stuff if the gameplay's so dire?! Shame really, 'coz I was all set to let rip and get right aggressive. Oh well, maybe next time, eh?!

ADE 41%

FORCE CONTROL

+ • Press to move your player in any of the eight directions. You control the geezer that's marked with the control arrow.

A • In offensive used to kick towards goal. In defence, press to tackle. As the goalie touch this to tackle the nearest player.

B • In offensive, press to pass in any of the eight directions. In defence, push to change control to defensive player near ball. As goalie, use to kick.

C • In offensive, press for lateral counter attack (player drops ball, tackles nearest opponent). In defence, flying bomb tackle. N/A as goalie.



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Above: Don't get caught in possession! You nearly always lose out in a big way—pass that ball!

Below: What did I say? Now they've got the ball! Learn to use the overhead map on the right and move that ball around.

Not to worry, a goal's not worth as much as a Touchdown. Play them at their own game and run that ball across the line for the lead!

The goal kick's been taken and the ball's in anybody's court. Change players using the control buttons to pick the one nearest the landing spot, then dodge and weave your way back up the playing arena.

Powerball's played pretty much like American Football, with four quarters and a whole lot of razzmatazz. The good point about that is you get two play periods to size up the enemy and then take control of the game. That's if you're not being totally stuffed already!!

The intro graphics are mighty impressive, eh? It's just a shame that once you get down into the arena, you can't really tell who's who! Apart from the confusion, the sprites ain't too hot, either. Well, you can't have it all!

Will groans... *'IT'S SO HARD TO TELL WHO'S WHO!'*

Oh my God! I thought football games were bad, but this... this... It just leaves me speechless. Calm down. Get a grip. Start with the graphics. Yes, the graphics. What can I say? Put it this way, it'll be easy to convert to the Master System, but why they'd want this pile of cack is beyond me. Not even Amstrad owners would want it. Medium-sized sprites, devoid of shading or detail, wander confusingly around a singularly uninteresting pitch. Your team and the arrow indicating the player currently under your control are all one colour — horrible green for Britain — so it's hard to tell who's who.

According to the manual, you can execute a variety of tackles, but even the simplest is useless because as soon as you get the ball someone tackles in return. Lack of speed means you can't catch up with them until they're considerably nearer your end zone.

This is the first cart I've seen where the comic-style intro screens are more interesting and intellectually challenging than the game.

I searched long and hard for just one redeeming feature. Sadly, I came to the unsurprising conclusion that there aren't any. If you're interested in this sort of game, get *Speedball 2*, which is at least playable. But douse yourself liberally in hydrochloric acid rather than buy this. **WILL 32%**

SF Rating

65% PRESENTATION
● Below standard options and average cartoony title screens

36% VISUALS
● Abysmal sprites and virtually blank play area. Master System lookalike

40% SONICS
● Tedious tunes and forgettable FX. YAWN!

35% PLAYABILITY
● You press start and get the first impression, 'Oh dear'

22% LASTABILITY
● Play it a few times and get the lasting impression, 'Oh dear'

30% FORCE
● The worst game to 'grace' the Mega Drive since *DJ Boy*

● PRODUCER: NAMCO
● MD: IMPORT ● MS: N/A
● MEMORY: 512K
● PLAYERS: 1-2 ● PRICE: £39.99



GUTTER SNIPE

He's kind and caring, so they say, just clock the Gutty giveaway! Send ya scribblings, send ya pics and grab ya monthly Gutter fix!

I can't believe it! Flickin' heck! Every month, Big Ed twists my third arm and orders me to get you lot to send in ya letters. Now, the pleb himself, along with Ade and Mat, have decided it would be a nice idea to give away a special, LIMITED EDITION SEGA FORCE T-SHIRT to the sender of the BEST DRAWING *and* the BEST LETTER each month!

Not only that, there's a load of tacky dross to throw out, too. Feast ya eyes on the pic and marvel at some of the outstanding bargains on offer this month! I'm sure you freaks are just gaggin' for it! I will not — I repeat, NOT be held responsible for any of this! Ya can rot in Hereford for all I care. Moan... wibble... mutter.

If ya wanna stand a chance of winning a T-shirt and tack, send ya pics and wise words to: GUTTER SNIPE, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Bloody stupid idea if ya ask me! (Well, we *weren't* asking ya, so knob off! —Ed.)

Guess who?! Yep, Anthony Stevens has sent us yet another of his pleasing piccies. This time it's The Penguin and, to be honest, I didn't credit that slippery character with so much taste. There again, if he reads SEGA FORCE, he can't be all bad! I wonder if Batman subscribes. If he doesn't, we're gonna have to radically change our allegiances in Gotham City!

Copy cats?

Dear Gutter Snipe

I have a few questions I want to ask you:

1. Will *Final Fight* be coming out on the Mega Drive?
2. A few months after **SEGA FORCE** appeared, a mag called N-FORCE came out. Did someone copy you or is it produced by your company?
3. If **Danny Curley** thinks he's the best, ask him this: Can he complete *Strider* in 24 mins? I can! Please answer these — or I'll deck yer!

Billy Kirk, Selsey, West Sussex

Here we go again! The questions have started already! Can a man not watch *El Dorado* in peace?!

In answer to your teasers, I can't see *Final Fight* on me list, I'm afraid. A bottle of gravy browning and a box of bunion plasters, but no *Final Fight*. Sorry! I'm sure our hairy hunk, Marshal will let ya know if a release looks likely!

I cannot tell a lie, N-FORCE mag *is* produced by our company. In fact, the dudes on the NF team share the same office as us SEGA FORCE bods. They're not as interesting as us, mind. Well they can't be — they play Nintendo!

I knew little Danny Curley when he was knee high to a Black & Decker. At the age of three, he ate a whole Farley's Rusk in 0.375 seconds. A record breaker even then. Love ya, Danny! Can I 'ave me Lego back?!

Neil and Chris forever!

Dear Snipe

Just wrote to tell you that Doc Robotnik who appeared in your column, Issue 7, is in fact called PONCELY MANILOW. I've totally white-washed him on MS *Sonic*. I finished it in 48 minutes with a score of 652,100, 38 lives left and seven continues.

Let's see someone beat that, then!

Paul 'Metal Head' Kins, Cumbria

PS Tell **Adrian Pitt** the Pet Shop Boys should be spelled 'Pitt's Slop Queers'. Can't beat Heavy Metal!

Aye up! You've done it now! Oh no! Here come's Pitty...

'Oi! Listen here, metallic moron, I'll not have a bad word said about Neil and Chris. They're ALWAYS ON MY MIND. I find it SO HARD to stop people like you from BEING BORING. I sense a heck of a lorra JEALOUSY creeping in. You know the lads have got HEART. Quite frankly, IT'S A SIN to call them what you have. You metal fiends have had plenty of OPPORTUNITIES to state your case, but always lose the argument. IT'S ALRIGHT, we Pet Shop Boys fans can take the flack. But LEFT TO MY OWN DEVICES, I'd come round there and...'

Yes, thank you, Ade, I think we get your drift! Sad beggar!!



Go for the bone, Bart! Sam Oliver of Ely, Cambridgeshire reckons The Simpsons set are more than a match for Tazzy. Don't be so sure, Sam, that old devil's got a lot of life in him yet and I don't think that spray can's gonna scare him too much! How about the catapult!

8-bit genie

Hi Sniper

People say **SEGA FORCE** is the best, but you knew that already!

I've a couple of questions for you.

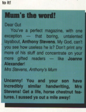
1. Can you get a ***Game Genie*** for the Master System?
2. Will *Taz-Mania* come out for the MS?

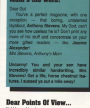
Mark Atkinson, Westoning, Bedfordshire

At the 6th International Computer Show, it was revealed an MS *Game Genie* was on the cards. You'll have to wait until early next year for it to appear, though.

The other piece of good news is that *Taz-Mania*'s due out on the Master System. February 1993's the release date.

Chuff me! I *can* be helpful if I put my mind to it!





Mum's the word!

Dear Gut

You've a perfect magazine, with one exception — that boring, untalented layabout, **Anthony Stevens**. My God, can't you see how useless he is? Don't print any more of his stuff and concentrate on your more gifted readers — like **Joanne Alexander**!

Mrs Stevens, Anthony's Mum

Uncanny! You and your son have incredibly similar handwriting, Mrs Stevens! Get a life, horse chestnut features. I sussed ya out a mile away!

Dear Points Of View...

Yo! Heap of trash

Just a few things to make your mag half decent.

1) Get a proper high scores page, pronto; 2) Publish a list of games that have officially been released each month; 3) Your own monthly chart of the best games; 4) More info on the Wonder Mega.

Now, get lost and sort this lot out, or I'll be down to sort you out, Mr Snipe.

Peggy Duff, Outer Hebrides, Scotland

Threats! Just idle threats! What ya gonna do,





Peggy — DUFF me up?!!

There's gonna be a whole page given over to high scores soon. Keep sendin' 'em in. The more we get, the bigger the section. I'm sure those arty-farty dudes will design a form for you to send ya scores on.

Your other points have been placed on file (in other words, chucked in the flickin' bin!!). No, you've got some good ideas there, I'll put in a good word for ya.

Above: Mario's getting hurt again! Tazzy's the culprit in this smart offering from Richard Brownlow of Clwyd. Below: K.Hurst of Merseyside sees Tails having to race to keep up with Sonic! Below left: Mario's well and truly had it in this brill offering from Steven Pritchard of Birmingham!

Master game-freak

In Issue 5 of your brill mag, there was an address for **Gamesmaster Stardom**.

Of course, I wrote off immediately, and thanks to you, I'm going down south for a challenge on *Quackshot*. They're filming on July 27th, I'll be seen in the Autumn series.

You asked us to let you know how we got on, so I have! It was the least I could do 'coz I got the address from your sound mag. So, tune to Channel 4 and wish me all the best.

Once again, thanks.

Stuart Chapman, Epworth, Doncaster

Grrrrrrr! Well done, Stuart! Blimey, a SEGA FORCE reader on telly! If ya bumped into Wincey Willis, I hope ya asked her when *Treasure Hunt*'s comin' back. If ya brushed up against Roland Rat in the corridor, I hope ya questioned him as to why his ear'oles resemble a certain means of contraception!

We'll certainly tune in. Although, watch them TV people, they 'ave this habit of puttin' girlie make-up stuff all over ya! I should know. I once played a chiropodist alongside Molly Sugden in *That's My Boil*. I was scraping the boot polish outta my nails for weeks... Oh 'eck! Sorry, wrong programme! Anyway, kid, keep us posted.

Nappy happy!

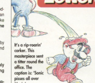
Are ***Pampers*** paying you to advertise their product in every issue, or do you just have an unhealthy obsession with nappies? Also, I like weird girls, so keep your hands off **Joanne Alexander**!

Ben Pridmore, Tumby Woodside, Lincs

PS Make any nasty comments about Tumby Woodside and I'll come round your gutter and duff you up a treat!

Tumby Woodside sounds like an incredibly chummy place to live, ya cheeky young sprog!

I have exactly the same affection for nappies as I do for SEGA FORCE. It's not what's on the cover I like, it's what's inside that thrills me! Only joking. As for Joanne Alexander, she wrote to me first, so keep yer possessive mitts to yourself and pick on someone your own size!



It's a rip-roarin' corker. This masterpiece sent a titter round the office. The caption is: 'Sonic pisses all over Mario'.

Jason Fowler of Spixworth, Norwich is the lucky bleeder who wins our first Prize Pic SEGA FORCE T-shirt! We've seen Mario blown to pices, squashed, squeezed and spitted, but we've never seen him humiliated like this before! Nice work!

Vote Snipe today!

Dear Gut

I really do think your mag is brill and this section's great! I buy your mag 'coz of the cool reviews, but most of all, you get all the latest info from America before any other mag.

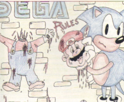
I'm gonna ask you a few questions, please could you answer them?

1. When the Mega CD comes out, will it be better than the Neo Geo?

2. Is *Kick Off 2* going to be better than *Euro Club Soccer*?

3. What soccer team do you support?

4. Did you vote for the Monster Raving Loony Party in the last election?



Rock bottom!

Dear Sir

Let me introduce myself. I am Darian Tripp, president of the media complaints committee, ANUS (Absolute Nobody's Upsetting Society).

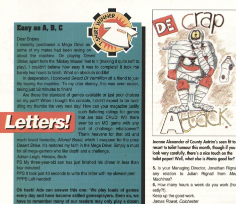
I must warn you, I intend to grace your column on a regular basis, thus highlighting the distasteful material churned out by your magazine. Each issue, I will challenge you on a particular comment, phrase, slur or sexual innuendo made by yourselves and expect you to justify it with a sensible answer.

This month, I must insist you sack your long-term reviewer, **Adrian Pitt**. His surname contains a reference to a certain female mammary gland. I trust my request will be carried out forthwith? I look forward to reading your reply and will write again next month.

Darian Tripp, ANUS Head Office, Crinkley Bottom, Ayrshire

Worra sad beggar! What a sad, sad sod! People like you make me wanna rush out, grab a barrowload of house bricks and start rebuilding the Berlin Wall! Get a life! I reckon your society needs a name change, blimp features! I look forward to next month's letter, so I can yet again expose you for the wee-wee receptacle you really are!

As for Ade, he's been with us from the very beginning. Take a look at your own name, warty bum, it contains the letters P, R, A, T!! (Nice one, Gut! —Ade.)



Letters!

Easy as A, B, C

Dear Snipey
I recently purchased a Mega Drive as some of my mates had been raving on about the machine. On playing *Desert Strike*, apart from the 'Mickey Mouse' feel to it (making it quite naff to play), I couldn't believe how easy it was to complete! It took me barely two hours to finish. What an absolute doddle!

In desperation, I borrowed *Sword Of Vermillion* off a friend to justify buying the machine. To my utter dismay, this was even easier, taking just 58 minutes to finish!

Are these the standard of games available or just poor choices on my part? When I bought the console, I didn't expect to be twiddling my thumbs the very next day! How can your magazine justify such flattering ratings for games that are total CRUD! Will there *ever* be an MD game with any sort of challenge whatsoever? Thank heavens for that old and much loved favourite, *Altered Beast*, which I swapped for the poxy *Desert Strike*. It's restored my faith in the Mega Drive! Simply a must for all mega-gamers who like depth and a challenge.
Adrian Leigh, Henlow, Beds
PS My three-year-old son has just finished his dinner in less than four minutes!
PPS It took just 43 seconds to write this letter with my slowest pen!
PPPS Left-handed!

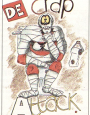
Oh heck! Ade can answer this one: 'We play loads of games every day and have become skilled gamesplayers. Even so, we have to remember many of our readers may only play a dozen games a year and a lot are still novice game-freaks. This is reflected in our ratings.

'You sound like a real Mega Drive wizard and we try and advise people like you to go for games that, even though you may complete them quicker than other gamesters, will still appeal when you play again and again.

'It's hard for game producers to know where to draw the line. If they make a game *too* difficult there's the worry folk will get fed up. 'Keep a check on our comments regarding difficulty rating and if you're *still* not convinced, rent a cart before you rush out and buy it.

'Oh, can you send Gut your full address. He needs to know where to send your T-shirt!' —Ade.

On the conveyor belt tonight, our lucky winners just may receive: a complement slip, a kagoul, blue-tack, a pic of Ade, foot lotion, a beaker cover. Strewth! We're generous!



Joanne Alexander of County Antrim's seen fit to resort to toilet humour this month, though if you look very carefully, there's a nice touch on the toilet paper! Well, what else is Mario good for?

5. Is your Managing Director, Jonathan Rignall, any relation to Julian Rignall from *Mean Machines*?
6. How many hours a week do you work (honestly?!).
Keep up the good work.
James Rowat, Colchester

Thanks for the praise, James, we *are* quite good here, aren't we?! The thing is, we don't get complacent. You'll notice a few changes creeping into SEGA FORCE now and again. The mag's gonna get even better and look a darn sight smarter. Fret not, we won't change things drastically overnight, like some magazines — that's naff!

Now, what's with these questions? Bah! 1. **What's this Neo Geo thing? A soothing ointment for piles, or what? The Mega CD's gonna be wicked, when its true potential's tapped.** 2. **The guys behind *Euroclub Soccer*, Krisalis, are well pissed off, to say the least, 'coz everyone's comparing their game to something that doesn't yet exist! *Kick Off 2* 'ain't out — patience my child!** 3. **Well, I should support Wolves, seeing as Ade bought me a pint last week. All I can say is UP THE VILLA! (Yeah, right up 'em! —Prod Ed.)** 4. **I had my own campaign this election but news got out that I'd had an affair with Katie Boyle just outside Nantwich, so it was scuppered!** 5. **Ask Julian!** 6. **My life is my work — I love you all!**

Nintendo nobodys!

Dear Gutter Snipe
I'm not going to say how brilliant your magazine is just to get this letter printed! So, here are a few quick questions to keep your mind working after a bout of Sega blasting!
1. Is *Streetfighter 2* coming out for the Mega Drive?
2. Why is *Lemmings* taking so long to come out? When *will* it arrive?
3. Is *WWF Wrestling* gonna be on the MD?
Lewis Thomson, Aberdeen
PS How many Nintendo owners does it take to read a copy of **SEGA FORCE**? Two! One to spell out the words and the other to look 'em up in the dictionary!!

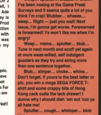
Your my kinda guy, Lewis!

Yep, *Streetfighter 2* should be with us early next year. *Lemmings* is due for release any day now, keep ya eyes peeled. And good news too for *WWF* fans, the game thumps onto the MD around Christmas time, if not, early in the new year.





Caught in the act by Steven Harris of Kilmarnock is our old friend Taz. What's he doing skulking down Game Freak Alley? Perhaps it was that very eggy smell Mat made earlier on!



Weep... splutter... blubber... snot... I've been nosing at the Game Freak Surveys and it seems quite a lot of you think I'm crap! Blubber... wheeze... weep... Right — just you wait! Next issue, I'm gonna get worse. Forewarned is forearmed! Ya won't like me when I'm angry!

Weep... mama... splutter... blub... Tune in next month and scoff yet again at more weak-willed, self indulgent guzzlers as they try and string more than one sentence together.

Blub... simper... choke... whine... Don't forget, if *yours* is the best letter or pic, you win a mega SEGA FORCE T-shirt and some crappy bits of Hong Kong cack outta the tack drawer! I dunna why I should dish 'em out 'coz ya all hate me!

Splutter... cough... whimper... blub blub...











Aaargh! Anthony Stevens again. Still, you have to admit that some of his Far Side series are pretty amusing. Not!!

SEGA FORCE CLASSIFIEDS

Looking for that essential add-on? Trying to get rid of some spares? Fancy trying a few cart swaps, or would ya just like to talk to fellow Game Freaks around the globe? If you answered yes to any of the above, then you've come to the right place!

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Remember, the sooner you advertise, the sooner you get what you want!

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Mega Drive games exchange. Send your English games (boxed with instructions), your address, £5 per game PO/cash. List of games you don't want to receive in exchange. Send to 17 Danesmoor Rd, Withington, Manchester M20 9JT. No Sonics or Altered Beasts.

Swap Game Gear games, Sonic or Shinobi for any other good Game Gear title. Phone Simon on (0543) 270959.

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Game Gear for sale, with two games, mains adaptor and car adaptor! Tel: (0332) 384679 before 6pm, after 6pm (0332) 765613, £110.

N-R-G, the ultimate monthly magazine sciey dedicated to Master System owners. Latest issue £1 — N-R-G, 20 Heath Close, Dewsbury WF12 8RE.
Sega Master System for sale, ten games incl Populous, Slap Shot and OutRun. All for £140. Call (061) 456 3693 after 6pm.

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Mega Drive, PSU, joypad, Powerstick, seven games incl: Sonic, Magical Hat, Winter Challenge, Populous, Kid Chameleon. All for £200 ono. Tel (0993) 831681.

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Game Gear with Sonic, Golden Axe, Alien Storm and Shinobi. Also Master System adaptor and wall adaptor, £200 ono. Tel: (0923) 269652.

Free! 20 pages of 200 excellent Sega cheats, 'Segaraide' is available now. It is free itself but £1 is asked to cover copying. 200 cheats from 'Segaraide', Kristian, 230 Park Lane, Duston Northampton NN5 6QW. Please include SAE with coin.

Make me an offer for my Mega Drive. Excellent condition, nine 90% games, two joypads, 25 Sega magazines. Call Ian on (0344) 779522.

PEN PALS

Boys! Lonely 15-year-old mega girl needs mega boyfriend. Please write to Sarah Hepton, Waveney House Hotel, Beccles, Norfolk.

USER CLUBS

Sega Exchange System, change your old games. Mega Drive & Master System games available. Free membership. Write to: Dawn James, Bryn Mor, Caernarfon, Gwynedd LL55 7AD, or Tel: (0286) 880057.

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Wanted, Sega Mega Drive with large collection of games or games only, will pay £10–£17.50 each for games. (0527) 32230.

Wanted, Mega Drive games. Please send game names and prices and your address to 110 Flintmill Crescent, Kidbrooke, London SE3 8LZ.

Tetris and Columns wanted on Mega Drive. Will pay cash or swap. Axis Centurion or Road Rash. Telephone (0274) 488483.



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GOING GREEN!

Sega's brand spanking new, island-hopping *Green Dog* drops in on the Mega Drive!

Grapple-Mania! *WWF Wrestlemania* makes its long awaited appearance! Get a grip on it!

You know it makes sense. Get out and grab a copy of the explosive Issue 11, on sale from 8 October.

Next Month

RIP THE BAG APART AND GRAB YOUR LATEST, BRILLIANT COVER GIFT!

DEADHEAD SET HI-SCORES



There're mammoth scores a–plenty flowing into Game Freak Alley at the moment, just take a look at the list below if ya don't believe us! Reckon you can do better? If ya can, then send in your hi–score on the coupon below to DEADHEAD SET HI–SCORES, SEGA FORCE, Europress Impact, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW. Don't forget to send in a photo for us to laugh at and we'll make sure it gets included on this hallowed page!

Meantime, we Game Freaks haven't been idle either. Take a look through our best this month and see if you can nobble us!

The Great Sonic Debate!

Who's the youngest to complete *Sonic The Hedgehog*? We put the question to you Deadheads back in Issue 7, and boy, did we get some response!

Take a look through the following list of red hot nippers and see if you know anyone who can do better!

Daniel Eastlake of **Leek, Staffs** is just five years old, and his granny reckons he's already finished off *Sonic, E-SWAT, Castle Of Illusion* and *Quackshot* on the MD. Rock solid, Daniel!

Lee Anthony Hague of **Hanover, Sheffield**'s only four-and-a-half, but his dad swears blind he's already made mincemeat out of *Sonic, Altered Beast* and *Quackshot* on the MD. Hey, the kid's got a future!

To finish off, we've got two six-year-old candidates who are slightly out of the running now, but they still deserve a mention. So, **Mark Hemming** (no address supplied) and **Warren Higgins** of **Shippon, Oxon**, good efforts, but we're afraid you've been out-nippered!

Unless you know of any outrageously talented cot-dwellers, we reckon that about raps up the Great **SEGA FORCE** *Sonic* debate. Or does it?!

Keep sending in your hi-scores and we'll see ya next month!

Come and get us!

Big Ed: Gley Lancer — 1,708,200 (completed)

Big Deputy Ade: Gley Lancer — 1,670,300

Big 'Bad' Mat: Musha — 22,109,740

Big Will (ouch! — Ed): Dodgeball — Round 9 (2 men to go)

'Big Er Than A Breadbox' Warren: Rice Catching — 379 grains

HI–SCORES

Alex Kidd in Miracle World (MS)

21,400
Gregory Hyde, Birstall, Leics

Desert Strike (MD)

Mission 2 code: TQ00L0Q — 885,700
Mission 3 code: JLTWLAP — 1,691,100
Mission 4 code: WTVWVJQ — 2,656,900
Completed — 3,532,000
L Harvey, Winterbourne, Bristol

OutRun (MD)

36,208,320 (completed)
Lap record of 52.88 seconds in Hyper Mode
Aaron Davis, Marchwood, Southampton

Sonic The Hedgehog (MD)

9,999,990
Ian Oakes, Farington, Lancs
24 seconds for Act 2 of Green Hill
27 seconds for Act 1 of Starlight
A Noddy Mouse (*who?*), Norwich

SEGA FORCE ISSUE 8 COMPETITION WINNERS

Facehuggers Of The World Unite!

Yep! Judging by the stonking entries we got for this one, you all know your Aliens from your armpits! The only one that foxed some of ya was the third question but, seeing as the Facehugger's a member of the Plasticus Articficio-alienlifeformosa family, it's bound to have eight fingers, innit? Never mind, here's the list of the ten outrageously lucky beggars who got all the quessies right and got pulled out of the hat. The first prize of a brilliant **Halcyon** model Alien Warrior, a pair of *Alien3* cinema tickets and the mega framed poster is none other than **Michael Byrne** of Plemont Road, **Liverpool!** Take a look through the nine runners-up, who receive the same without the poster, and see if you've struck gold!

Jamie Graham of **Penicuik, Midlothian; Gareth Jones** of **Hamilton, Lanarkshire; Stewart Hawkes** of **Windsor, Berks; Philip Williams** of **Dutton, Cheshire; Roland Montana** of **Great Yarmouth, Norfolk; Michael Slevin** of **Belfast, N Ireland; Adam Lee** of **Gosport, Hants; Graham Malkin** of **Great Barr, Birmingham**; and **J Sharp** of **Crook, Co Durham.**

Keep yer eyes peeled for ya goodies soon!

The Caped Crusader Compo

Two excellent prizes up for grabs here for those with the gen on Batman! We asked you to specify whether you were after the Batman Chase Set or pinball game on your entries and, sadly, we had to chuck a lot of entries down the back passage to Gut's house 'coz you forgot to do just that!! I ask ya!

Anyway, we finally came across two bright young nippers so, without further ado, here goes! The winner of the superb Batman Chase Set is **Oliver Somers** of **Ashby-De-La-Zouch, Leics** (sounds reet posh, that! —Ed) and the lucky bleeder who's walking off with the pinball game's **Scott Lowater** of **Long Eaton, Notts!**

Well done you two. And as for all you others, don't send off yer entry till you've read all the rules, OK?!

Blast yer ears out!!

You're all a load of groovers out there, aren't ya?! Put out a couple of music teasers and our local Royal Mail office empties its bowels all over our doorstep!!

Never mind, we managed to drag ourselves out from under the heap and pick out the winners of the five brilliant game soundtrack cassettes, **Krisalis** goody bags and **Virgin** T-shirts! Here goes:

Andrew Palmer of **Malpas, Newport, Gwent; Kevin Coates** of **Southport, Merseyside; David McLean** of **Darlington, Co Durham; MA Haines** of **Thames Ditton, Surrey**; and **Mark Pearson** of **Ashton-U-Lyne, Lancs**. Your prizes are on their way!

I saw it first, ya lying git!

Lastly, we've got the very first of the absolutely flickin' amazing **SEGA FORCE** T–shirts to give away. In Gutter Talk, we asked ya to name the game that got the highest rating with a SEGA FORCE Smash in Issue 7. The answer was, of course, *Taz-Mania!!*

Get ready for it... The honoured winner of the first T-shirt's **Rachel Doyle** of **Wythenshawe, Manchester**. Oooh, ya lucky devil, you! Watch out for your T-shirt in the post very soon! **That's the lot for this month, but if ya didn't win anything, never fear! There's plenty more up for grabs in this month's mega SEGA FORCE!** Get in there!

DO YER WORST!

I'm brilliant at...

My hi–score is...............................Format...................

Name...Age.........................

I live at...

....

....

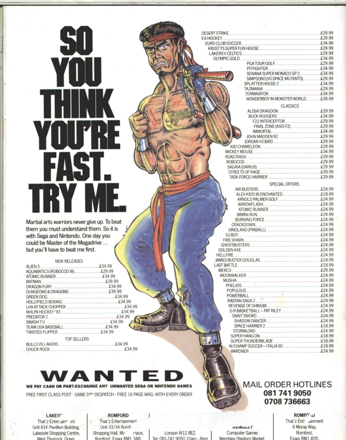
Tel. No...

I have enclosed my photo and look forward to being seeing it on the hallowed Deadhead pages.

Signed..



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